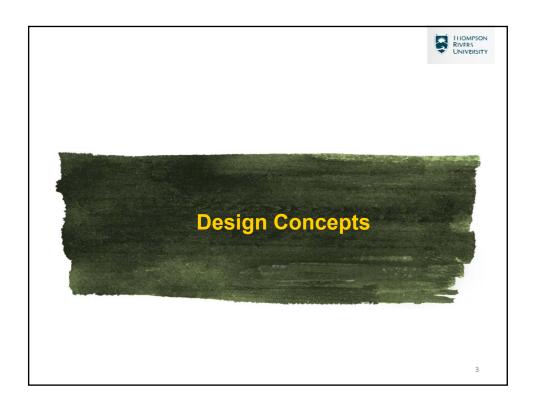


Module 4

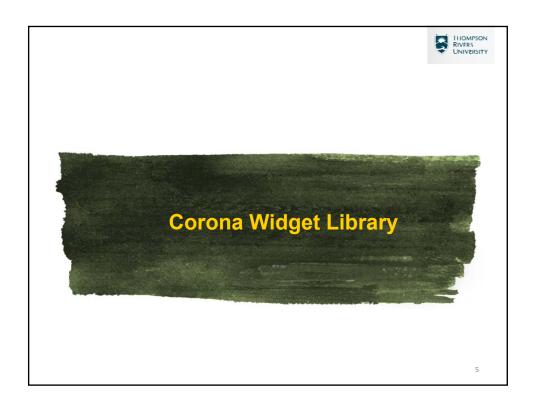


- 1. Design Concepts
- 2. Corona Widget Library Switches
- An Implementation Example of the Unit
 Converter App

2



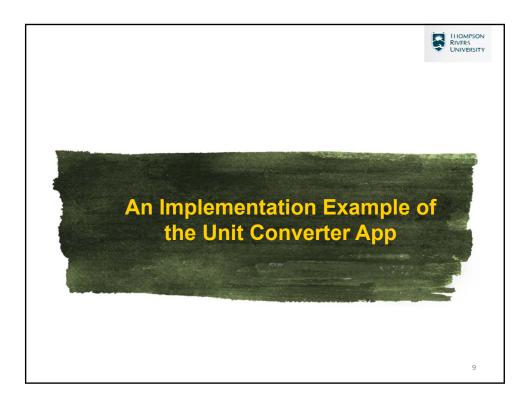




```
THOMPSON
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Corona Widget Library
On-Off Switch
        local widget = require( "widget" )
        -- Handle press events for the On-Off Switch
        local function onSwitchPress( event )
           local switch = event.target
           print( "Switch with ID ""..switch.id.."' is on: "..tostring(switch.isOn) )
        end
        -- Create the widget
        local onOffSwitch = widget.newSwitch(
             x = display.contentCenterX,
             y = display.contentCenterY,
             style = "onOff",
             id = "onOffSwitch",
             onPress = onSwitchPress
                                         https://docs.coronalabs.com/api/library/widget/newSwitch.html\\
```

THOMPSON RIVERS UNIVERSITY **Corona Widget Library** Radio Buttons local widget = require("widget") -- Handle press events for the buttons local function on SwitchPress (event) local switch = event.target print("Switch with ID"..switch.id.." is on: "..tostring(switch.isOn)) end -- Create a group for the radio button set local radioGroup = display.newGroup() -- Create two associated radio buttons (inserted into the same display group) local radioButton1 = widget.newSwitch({ x = 100, y = 100, y = 100, style = "radio", id = "RadioButton1", initialSwitchState = true, onPress = onSwitchPress radioGroup:insert(radioButton1) local radioButton2 = widget.newSwitch({ x = 100, y = 200, style = "radio", id = "RadioButton2", onPress = onSwitchPress radioGroup:insert(radioButton2) https://docs.coronalabs.com/api/library/widget/newSwitch.html

```
THOMPSON
RIVERS
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Corona Widget Library
Check boxes
           local widget = require( "widget" )
           -- Handle press events for the checkbox
           local function onSwitchPress( event )
             local switch = event.target
             print( "Switch with ID ""..switch.id.."' is on: "..tostring(switch.isOn) )
           end
          -- Create the widget
local checkboxButton = widget.newSwitch(
               x = display.contentCenterX,
               y = display.contentCenterY,
               style = "checkbox",
               id = "Checkbox",
               onPress = onSwitchPress
                                                    https://docs.coronalabs.com/api/library/widget/newSwitch.html\\
```



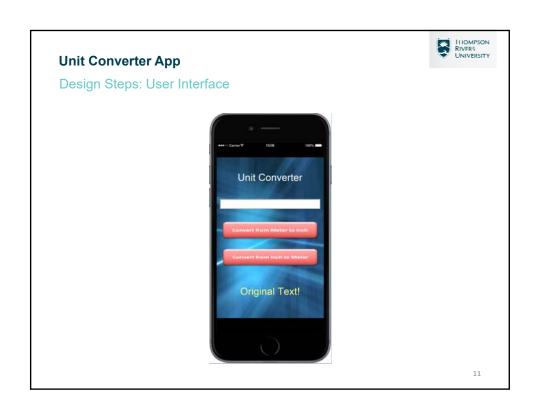
Unit Converter App

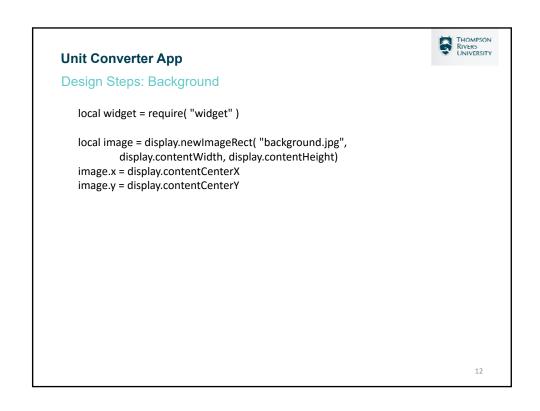
Design Steps

- 1- Design a User Interface
- 2- Prepare your Art Work / Add a Background
- 3- Add Buttons/Switches/Textfields/etc.
- 4- Test your code
- 5- Discuss the limitations of Corona SDK

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Unit Converter App

Design Steps: Add Buttons/Switches/Textfields/etc.



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Unit Converter App

Design Steps: Add Buttons/Switches/Textfields/etc.

```
-- Function to handle button events local function handleButtonEvent1( event )

if ( "ended" == event.phase ) then if (inputText.text == "") then myText.text = "Please Enter a Value" myText.text = num*39.3701 .. " inch" myText.text = num*39.3701 .. " inch" myText.text = num*39.3701 .. " inch" end end

-- Function to handle button events local function handleButtonEvent2( event )

if ( "ended" == event.phase ) then if (inputText.text == "") then myText.text = "Please Enter a Value" myText.text = "Please Enter a Value" myText.text = num/39.3701 .. " meter" myText.text = num/39.3701 .. " meter" myText.text = num/39.3701 .. " meter" end end
```

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```
Unit Converter App

Design Steps: Add Buttons/Switches/Textfields/etc.

dickbutton_1 = widget.newButton{
    id = "clickbutton1",
    -label = Click",
    label(Clor = (default={1,1,1}), over={0,0,0,0,5}},
    embos=true,
    width = 300,
    height = 60,
    fontSize = 30,
    defaultFile = "but1_over,png",
    overFile = button
    clickbutton_1.x = display.contentCentery-20

dickbutton_1.x = display.contentCentery-20

dickbutton_2 = widget.newButton{
    id = "clickbutton2",
    -label = "Click",
    labelColor = (default={1,1,1}), over={0,0,0,0,5}},
    emboss=true,
    width = 300,
    height = 60,
    fontSize = 30,
    defaultFile = "but2_over,png",
    oneVent = handlebuttonEvent2
    }
    -Center the button
    clickbutton_2.x = display.contentCenterY+60

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```

