

C++ source code written to file backgroundselectionwindow.cpp

```
int BackgroundSelectionWindow::handle(int event) {  
    static bool selectBoxIsGrabbed = false;  
    int returnCode = Fl_Double_Window::handle(event);  
    if (event == FL_DRAG) {  
        returnCode = 1;  
        if (selectBoxIsGrabbed) {  
            backgroundSelectionWindow->selectBox->  
                position(Fl::event_x() - selectBox->w()/2,  
                    backgroundSelectionWindow->redraw());  
        }  
    }  
}
```

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```
    if (event == FL_PUSH) {  
        returnCode = 1;  
        if (Fl::event_x() > selectBox->x()  
            && Fl::event_x() < selectBox->x() + selectBox->w()  
            && Fl::event_y() > selectBox->y()  
            && Fl::event_y() < selectBox->y() + selectBox->h()) {  
            selectBoxIsGrabbed = true;  
        }  
    }  
    if (event == FL_RELEASE) {  
        returnCode = 1;  
        selectBoxIsGrabbed = false;  
    }  
    return returnCode;  
}
```

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```
int BackgroundSelectionWindow::getSelectedOption() {  
    int x = backgroundSelectionWindow->selectBox->x();  
    int y = backgroundSelectionWindow->selectBox->y();  
    for (int i = 0; i < 6; i++) {  
        if (x > backgroundSelectionWindow->options[i]->x()  
            - backgroundSelectionWindow->selectBox->w()  
            && x < backgroundSelectionWindow->options[i]->x()  
            + backgroundSelectionWindow->options[i]->w()  
            && y > backgroundSelectionWindow->options[i]->y()  
            - backgroundSelectionWindow->selectBox->h()  
            && y < backgroundSelectionWindow->options[i]->y()  
            + backgroundSelectionWindow->options[i]->h()) {  
            return i;  
        }  
    }  
    return -1;  
}
```

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```
void BackgroundSelectionWindow::selectButtonPress() {  
    int option = backgroundSelectionWindow->getSelectedOption();  
    if (option != -1) {  
        std::ostringstream fileName;  
        fileName << "images/backgrounds/" << option << ".gif";  
        backgroundImage = new Fl_GIF_Image(fileName.str().c_str());  
        this->hide();  
        startWindow->startup();  
    }  
    std::cout << "Background image set to " << option << std::endl;  
}
```