Coding Assignment 5

student@cse1325: /media/sf_VM/CA5
File Edit Tabs Help
student@cse1325:/media/sf_VM/CA5$ ./Code5_1000074079.e
student@cse1325: /me...
12:25

Welcome to My Guessing Game

Family Hints Friend Hints Pet Hints

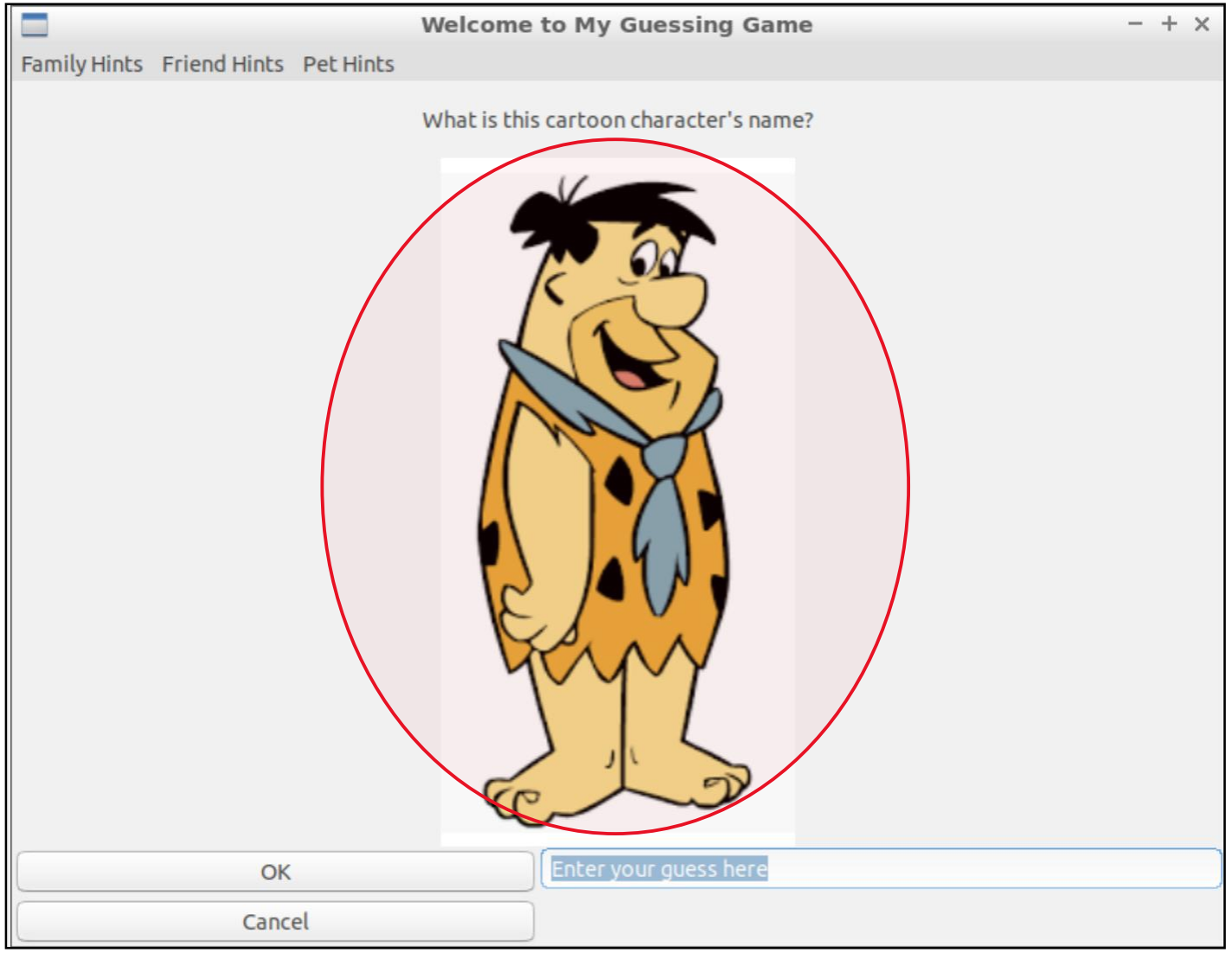
What is this cartoon character's name?

OK

Enter your guess here

Cancel

Add an image to the window's vBox.



Set the title and default size of the window.

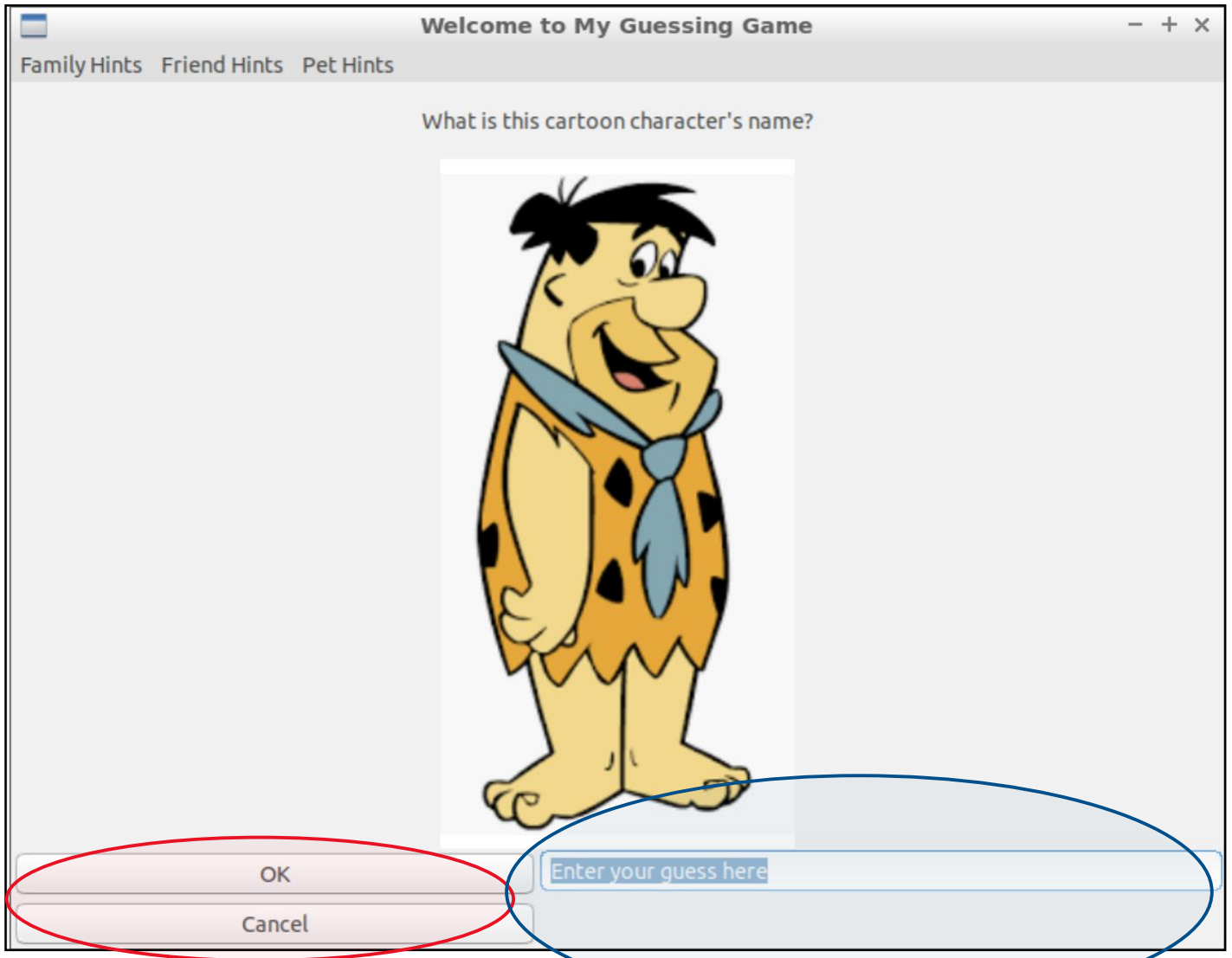
Add a label box to ask the player the question

Add at least 3 main menu items that are hints on the image's name.

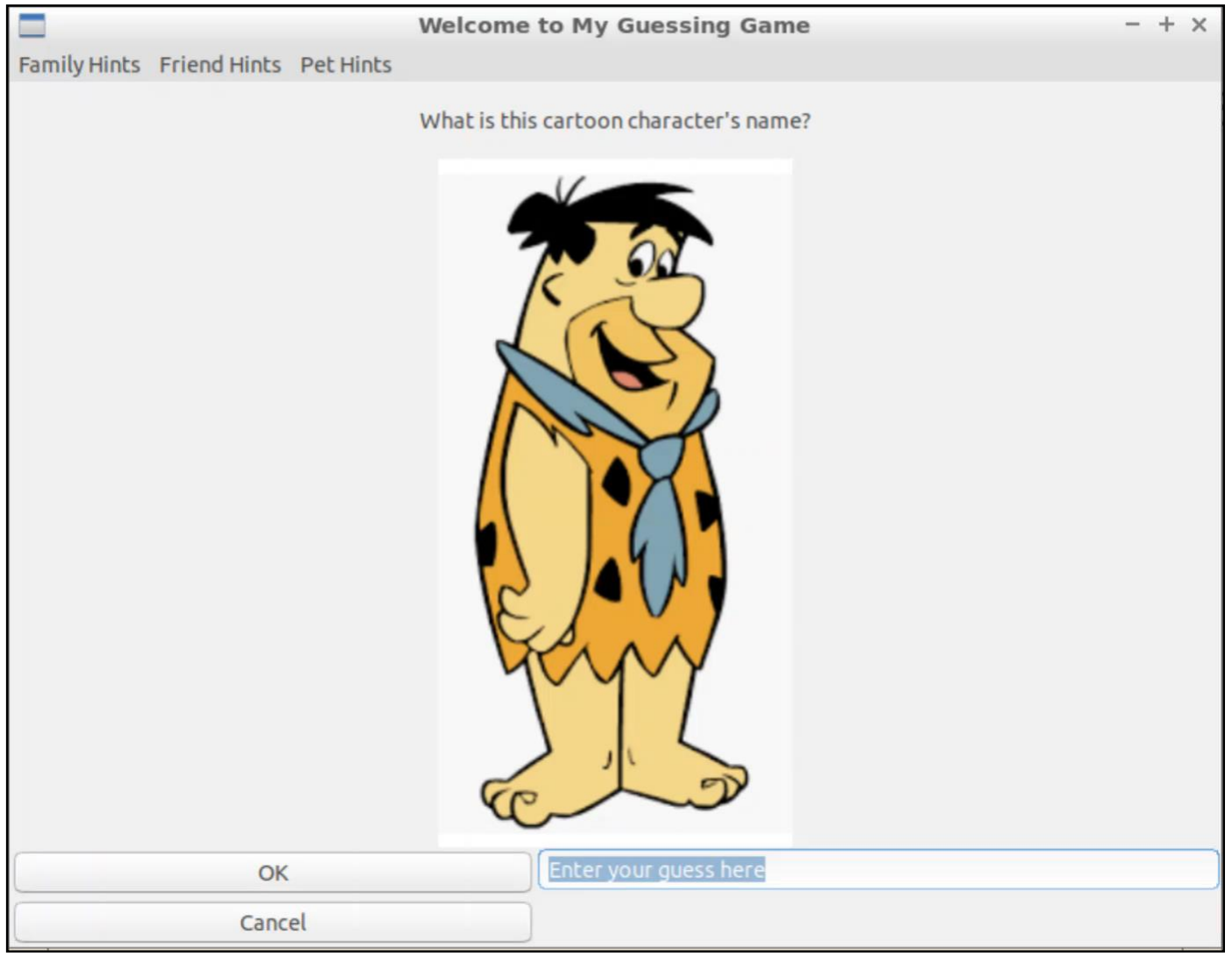
Each main menu item should contain a drop down with at least one item in its submenu.

Add OK and Cancel buttons

Add Entry box to accept player's guess



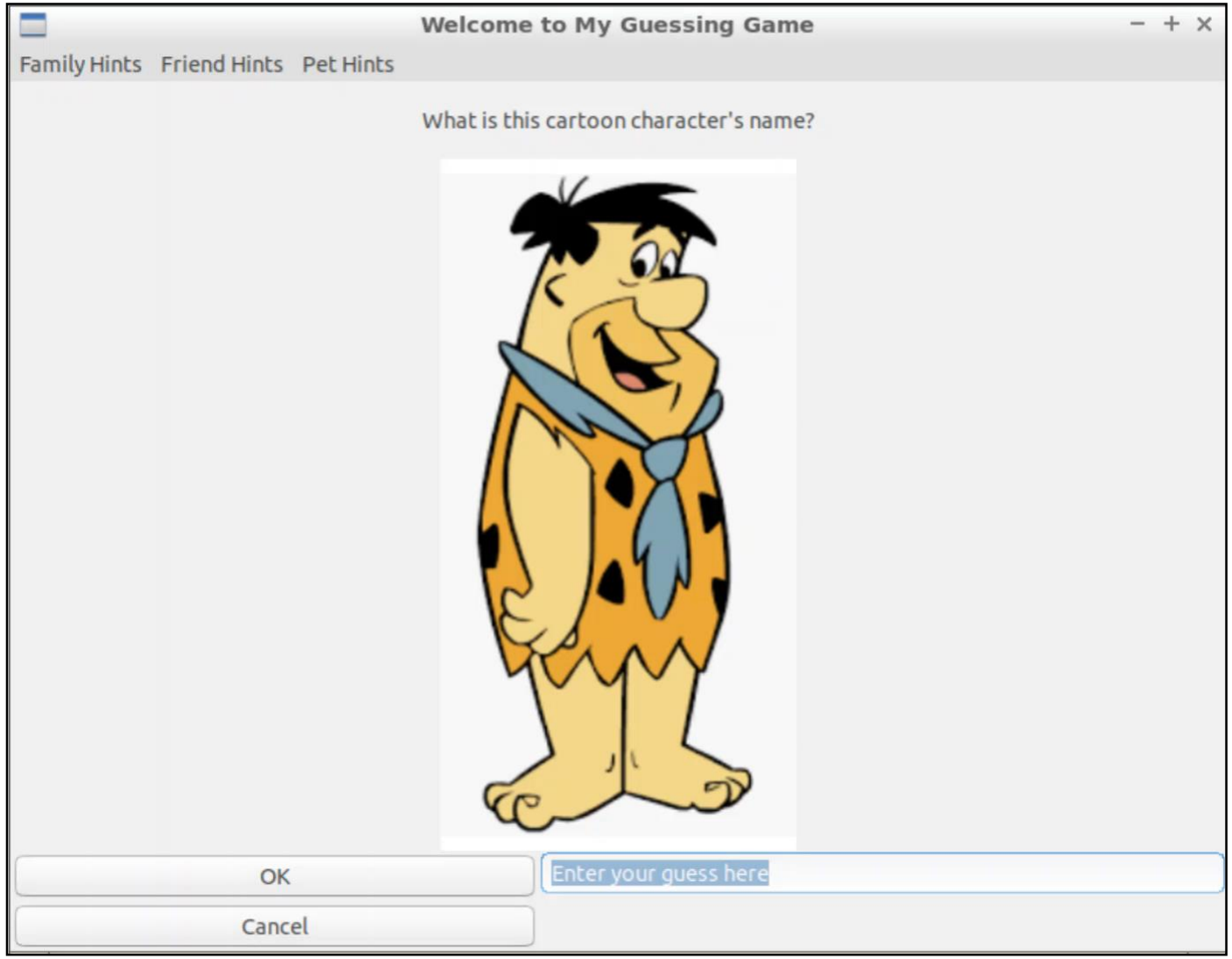
Clicking the "Cancel" button should hide the window which will cause the application to finish.



Clicking the "OK" button should trigger a member function that checks if the text in the Entry label is the answer and displays the result using a MessageDialog.

If the player's answer is correct, then the MessageDialog will show that and the window will close.

If the player's answer is incorrect, then the MessageDialog will show that and the player can guess again.



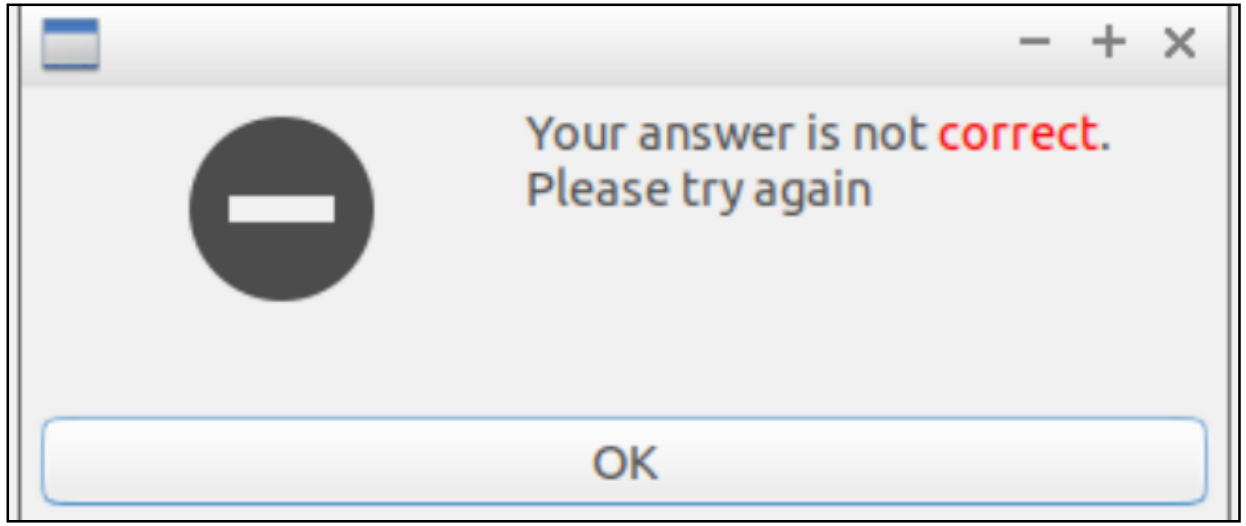
Player should be able to type guess without clicking with the mouse.

When player presses ENTER after typing guess, the OK button should be triggered without using the mouse.

You must use the same types of MessageDialog boxes shown here.

You can use whatever text you want as long as the player is correctly informed of correct vs incorrect answer.

5% bonus for adding Pango markup (as shown here) to your MessageDialog boxes.



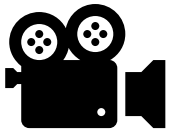
Coding Assignment 5

Almost everything you need for the assignment is in these slides. There are a few minor things I want you to find on your own in the online documentation in order to become familiar with it.

https://developer.gnome.org/gtkmm/stable/

Please use caution when using the documentation. Don't get lost or overly complicated. You should be using this GTKMM reference slide deck **FIRST** and then the online documentation.

Google and Stack Overflow are NOT your friends for this assignment – they will lead you down a complicated path that will waste your time.



gtkmm: gtkmm Reference Manu

developer.gnome.org/gtkmm/stable/

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gtkmm: gtkmm Reference Manual

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Description

gtkmm is the official C++ interface for the popular GUI library GTK+. Highlights include typesafe callbacks, and a comprehensive set of widgets that are easily extensible via inheritance.

For instance, see **Widgets**, **Dialogs**, **TreeView** and **TextView**.

See also the Programming with gtkmm book.

Features

- GTK+'s mature, capable set of **Widgets** widgets. See the GTK+ website for more information.
- Use inheritance to derive custom widgets.
- Type-safe signal handlers (slots), in standard C++, using libsigc++.
- Polymorphism.
- Use of the Standard C++ Library, including strings, containers and iterators.
- Full internationalisation with UTF8.
- Complete C++ memory management.
  - Member instances or dynamic new and delete.
  - Optional automatic deletion of child widgets.
  - No manual reference-counting.
- Full use of C++ namespaces.
- No macros.

Basic Usage

Include the gtkmm header:

Type here to search

12:13 PM
11/17/2019

You pick the image.

You pick the question.

You pick the answer.

You pick the menu hints.

You pick the submenu hints.

You pick the text of the MessageDialog boxes for a right and a wrong answer.

Your application needs to behave in the same way as the example in the assignment.

Please be professional with your choices – no offensive images or offensive language.