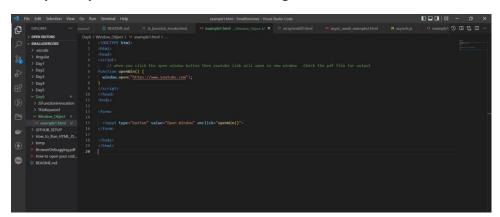
# Window Object:

## Example1: Open a new window when clicking on a button



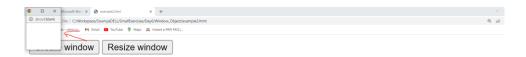
## Output:



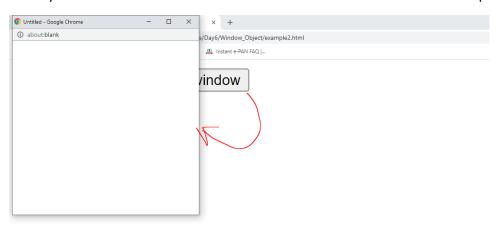
## Example2:

Window resizes by the specified pixels

Output:



When you click the window resize button the window size will be increase compare with above pic



## Example3:

Resize a window to a specified size

```
| The CBM Selection | Vew | CBM | Run | Territor| | Te
```

## Output:

