Version thing

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| Version | 1.0 |
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why?

I get tired of inconsistent and more complex issues once Make more bigger projects I don’t want waste my time on debugging to know what is that variable type :3

this document is for me as better “note”, I will com back here once I start my project

Variable

|  |  |
| --- | --- |
| Variable | what? |
| Numbers | |
| \_\_int | Int number |
| \_\_dec | number (not int) |
| \_\_intN | Int number (restricted) |
| Data | |
| \_\_str | string |
| \_\_Ary (preferred capital) | Array |
| \_\_objNo | Inspired by (Json + obj)  Variable use Obj as a definitions  Object Notions |
| \_\_gui | gui object |
| Class and func | |
| \_\_clsM (keep M) | class main (keep M for Main) |
| \_\_fncM (keep M) | Function main |
| \_\_fnc | Function |
| \_\_cls | Class |

Timer objNo

* \_\_timer
  + Count
  + interval

GUI

|  |  |
| --- | --- |
| GUI WordS | |
| mainGUI | The GUI can be used as Main display |
| childGUI\_%name% | Any non-Main guis, give it a name |
| GUI controls | |
| \_\_Btn | Button |
| \_\_Txt | Text |
| \_\_Chk | Cheak points |
| \_\_RdO | Radios point |
| \_\_Pic | Picture |
|  |  |
| On Event | |
| Click | \_\_OnEvent \_Click\_\_Func |
| DoubleClick | \_\_OnEvent\_DoubleClick\_\_Func |
|  |  |
| Function Object for GUI | |
|  | Function object for gui event |