
Subject: Re: Proposed change to U++ to allow owning children.

Posted by [Lance](#) on Wed, 20 Apr 2011 19:23:36 GMT

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Out put of sample program:

And the main content of the sample program:

using namespace Upp;

```
class MyLabel : public Label
{
public:
    MyLabel(String& s){ SetLabel(s); }
};
```

```
struct ButtonApp : TopWindow {
```

```
    ButtonApp() : count(0)
    {
        Sizeable().Zoomable();
        Click();
    }
```

```
    void Click()
    {
        int x, y;
        Ctrl * p;
        x=count%max_row_button*(button_width+5)+2;
        y=count/max_row_button*(button_height+5)+2;
```

```
        if( count & 1 )
            p=&NewChild<MyLabel>(String().Cat()<<"["<<count<<"] A Label");
        else
        {
            p=&NewChild<Button>()
                .SetLabel(String().Cat()<<"["<<count<<"] Click Me");
            *(Button*)p<<=THISBACK(Click);
        }
```

```
        p->LeftPos(x,button_width).TopPos(y,button_height);
```

```
        ++count;
    }
```

```
typedef ButtonApp CLASSNAME;

private:
    const static int button_width=180;
    const static int button_height=40;
    const static int max_row_button=5;

    int count;
};

GUI_APP_MAIN
{
    ButtonApp().Run();
}
```

File Attachments

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- 1) [DYNAMIC CHILD.PNG](#), downloaded 854 times
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