
Subject: First time with upp

Posted by [idkfa46](#) on Thu, 29 Dec 2011 18:27:08 GMT

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hi guys,

this is my first time on upp, i was trying to build a little program to understand how upp works but i have some problems atm.

The simply program "prova2" just have to take take 2 numbers and return the sum but something is wrong...

this is my code:

main.cpp

```
#include "prova2.h"
```

```
prova2::prova2()
{
    CtrlLayout(*this, "Window title");
}
```

```
int prova2::calcolo(int x, int y)
{
    int somma;
    somma = x+y;
    return somma;
}
```

```
GUI_APP_MAIN
{
    prova2().Run();
}
```

prova2.h

```
#ifndef _prova2_prova2_h
#define _prova2_prova2_h
```

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
#define LAYOUTFILE <prova2/prova2.lay>
#include <CtrlCore/lay.h>
```

```
class prova2 : public Withprova2Layout<TopWindow> {  
  
    int calcolo(int x, int y);  
  
public:  
    typedef prova2 CLASSNAME;  
    prova2();  
};  
  
#endif
```

prova2.lay

```
LAYOUT(prova2Layout, 268, 140)  
ITEM(EditInt, x, LeftPosZ(52, 64).TopPosZ(24, 19))  
ITEM(EditInt, y, LeftPosZ(188, 64).TopPosZ(24, 19))  
ITEM(Label, dv___2, SetLabel(t_("X =")).LeftPosZ(16, 33).TopPosZ(24, 21))  
ITEM(Label, dv___3, SetLabel(t_("Y =")).LeftPosZ(152, 33).TopPosZ(24, 21))  
ITEM(Label, somma, LeftPosZ(80, 172).TopPosZ(52, 24))  
ITEM(Label, dv___5, SetLabel(t_("Somma =")).LeftPosZ(16, 56).TopPosZ(56, 21))  
ITEM(Button, calcola, SetLabel(t_("CALCOLA")).SetFont(StdFontZ(19).Bold()).LeftPosZ(16,  
236).TopPosZ(88, 32))  
END_LAYOUT
```

where is my epic fail ?!

how is possible to obtain the sum without typing the button "CALCOLA" ?

Thanks for ur help and your time

regards,

Matteo
