
Subject: Re: First time with upp
Posted by [cb31_fr](#) on Thu, 29 Dec 2011 19:15:41 GMT
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Hi,

Your prova2.h and main.cpp modified.
The addition will be automatically done each time x or y is updated.

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> {
public:
    typedef prova2 CLASSNAME;
    prova2();

private:
    void calcolo();
};

#endif
```

And main.cpp :

```
#include "prova2.h"

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

    // you must add a callback on x or y fields update
```

```

x <=<= THISBACK( calcolo) ;
y <=<= THISBACK( calcolo) ;
}

void prova2::calcolo()
{
// You do the addition only if x and y are valid
if( !( x.IsNullInstance() || y.IsNullInstance() ) )
{
// Here, you must get the value inserted in your x EditInt field (done with ~x)
int xValue = ~x ;

// And, you must also get the value inserted in your y EditInt field (done with ~y)
int yValue = ~y ;

// And now, you must update your somma Label field with the addition.
// As somma is a Label, we must convert your result into text (done by Format)
// and then, you update your field by the SetText method.
somma.SetText( Format( "%d", xValue+yValue ) );
}
else
{
somma.SetText( "" ) ;
}

return ;
}

GUI_APP_MAIN
{
prova2().Run();
}

```

Have fun with Upp.
 Regards
 Christian