Hello Varu

If I were you I would try the different samples there are available looking for features I like in my project. They are in Tutorial the most basic and in Examples and Reference the most advanced. I would choose the closest example to my main needs.

Then I would copy it and rename it (mainly folder and .upp file names that have to have the same name) to be the base skeleton of my new project.

After that I would copy to this new project my console application functions as class methods and I would call them from Button or menu options using things like:

myButton.WhenAction = THISBACK(MyGreatConsoleFunction)
And I would replace printf() or Cout() things with controls in the layout like EditString, EditDouble, ... to enter data and Label or also the later to output data. If you have data lists ArrayCtrl and GridCtrl are great. And if you have to plot data you can use ScatterCtrl.

I advice you to begin with the simplest feature of your console app., compile and run it successfully and after that go adding new features one by one. With this focus you will avoid problems and re-engineer your app. as the structure of a console app. is different that the one of a GUI app.