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Subject: Re: U++ GUI over existing code  
Posted by [dolik.rce](#) on Tue, 25 Sep 2012 13:03:35 GMT  
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Hi Nossica,

Welcome to the forum

If your business logic is reasonably separated from the GUI code, than it should be relatively easy. From what you describe it sounds like it is the case. For the example you describe it would look somewhat like this:

```
struct App : public WithSomeLayout<TopWindow> {  
    typedef App CLASSNAME;
```

```
    void ButtonClick(){  
        <sometype> data = FunctionFromDll();  
        for(int i = 0; i < data.GetCount(); i++)  
            array.Add(i, data[0], ...);  
    }
```

```
    App() {  
        button <=<= THISBACK(ButtonClick);  
        //some other setup goes here  
    };  
};
```

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

It is very simplistic example, but it should demonstrate that writing GUI is fast and simple in U++

Best regards,  
Honza

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