Subject: Examples for newby: dynamic widget and ownership
Posted by thierry on Sun, 10 Sep 2006 15:42:40 GMT
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Hello,

thanks for the tutorial and examples. They help a lot getting motivation to learn another GUI
toolkit. However the tutorial isn't progressive: this is not the same example growing, thus showing
the progressively development of an appli, and implied refactoring or U++ programming style.

however, I'd like to have a more complex example to better understand the recommanded
practice with UPP.

Let's describe its specification and rationale (for steps):

it would a a very simple drawing application: adding and moving two shapes (like a box and a
circle) on a grid frame.
I see it as a tutorial to progressively learn U++.

- 1rst step:
Paint a circle and a rectangle in topwindow.
(paint)

- 2nd step:
making a circle frame and rectangle frame, distribute them in a topwindow
(frame)

- 3rd step making a shape control with derived circle control and rectangle, with click on them
changing colors, and entering on them making border change color
(callbacks, selecting)

- 4th step:
make a grid control with popup menu "create circle", "create box"
which prompts created circle/rectangle at [popup coordinate]
(menu)

- 5th step:
dynamically add a cicle and rectangle control into window control on popup action from step 4.
(dynamically added control, refresh, and ownership...)

- 6th step:
add popup menu on shape control for modifying the filling color, border thickness
(layout, color control)

- 9th add tool bar: mode draw circle or draw rectangle
(switch, toolbar, and icons .iml for draw mode, enable disable on popup menu)

- 7th step: add status bar (counting shape number)

- 8th step: add global menu (reset of grid, exit)

- 9th step: drag and drop of shapes

- 10th : add load and store of grid state
(serialize, fileselector)

- 11th: add multiple documents, new grids in new tabs from main menu

I know this is easier specifying than implementing...
But
- I'm more in state of using it than developping it now
- I can use U++ only in spare time
  + thus forum consultation is rare, tutorial helps more
  + learning material is key, rather than support on irregular work
  + don't need much comments on upp code

Do you think this can be a good progressive learning or a to big effort to do, and not the right order to start with an application ?