
Subject: Re: login and main window
Posted by [Klugier](#) on Sun, 01 Nov 2020 21:46:22 GMT
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Hello,

In context of login screen I would definitely go to option number 2 (Anyway why do not call this class elegant LoginWindow?):

```
GUI_APP_MAIN
{
    LoginWindow login_window;

    if (login_window.Run() != IDOK)
    {
        // The user click "Cancel" or "System close" button. So, we should finish app execution
here.
        // I strongly encourage to use notation from 20 GUI Tutorial with Acceptor and Rejector.
        return;
    }

    // We should obtain information about the user somehow...
    // Store credentials when user press "Enter" or click on "OK" button in login screen...
    Credentials credentials = login_window.GetCrdentials();
    MainWindow(credentials).Run(); // <- Run main with authenticated user
}

// In any case there is no need for global variables, which in most cases are not optimal and cause
bugs.
```

Is it fine or you need more info in context of Window infrastructure? Optimally it is the good practice to name variables, classes etc. using English - it will be much easier to us to understand your code and you could easily share it outside your country.

Klugier
