

```
#include <CtrlLib/CtrlLib.h>
//based on Button example

struct ProgressApp : TopWindow {
    int  count;
    int  value;
    Label label;
    ProgressIndicator progress;
    SliderCtrl slider;

    void RefreshLabel()
    {
        label = Format("Number of slider reads-%d, value of slider-%d", count, value);
    }
    void Slide()
    {
        ++count;
        value=slider.GetData();
        progress.Set(value,100);
        RefreshLabel();
    }

    typedef ProgressApp CLASSNAME;

    ProgressApp()
    {
        count = 0;
        value = 75;
        slider <<= THISBACK(Slide);
        slider.SetData(value);
        Add(label.BottomPos(0, 20).HCenterPos(300));
        label.SetAlign(ALIGN_CENTER);

        Add(slider.VSizePos(300,30).HSizePos(10,10));

        Add(progress.VSizePos(10, 40).HCenterPos(100));
        progress.Set(value,100);

        Sizeable().Zoomable();
        RefreshLabel();
    }
};
```

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

I think you should play something with timer... Too many slider reads. Feel free to improve.
