

DOWNLOAD PDF CROSS-PLATFORM GUI PROGRAMMING WITH WXWIDGETS (BRUCE PERENS OPEN SOURCE SERIES)

Chapter 1 : Book Review: Cross-Platform GUI programming with wxWidgets | All about Linux

Cross-Platform GUI Programming with wxWidgets (Bruce Perens'Open Source Series) - Kindle edition by Julian Smart, Kevin, with Hock, Stefan Csomor. Download it once and read it on your Kindle device, PC, phones or tablets.

We will be monitoring where else the book is available. The authors do not currently sell the book directly. Thank you for your support! Chapter Summary Chapter 1: Introduction What is wxWidgets, and why use it? A brief history; the wxWidgets community; the license; wxWidgets ports and architecture explained. Getting started A small wxWidgets sample: Event handling Event tables and handlers; how a button click is processed; skipping events; pluggable and dynamic event handlers; defining custom events; window identifiers. Window basics The main features of a window explained; a quick guide to the commonest window classes; base window classes such as wxWindow; top-level windows; container windows; non-static controls; static controls; menus; control bars. Drawing and printing Device context principles; the main device context classes described; buffered drawing; drawing tools; device context drawing functions; using the printing framework; 3D graphics with wxGLCanvas. Handling input Handling mouse and mouse wheel events; handling keyboard events; keycodes; modifier key variations; accelerators; handling joystick events. Window layout using sizers Layout basics; sizers introduced; common features of sizers; programming with sizers. Creating custom dialogs Steps in creating a custom dialog; an example: PersonalRecordDialog; deriving a new class; designing data storage; coding the controls and layout; data transfer and validation; handling events; handling UI updates; adding help; adapting dialogs for small devices; further considerations in dialog design; using wxWidgets resource files; loading resources; using binary and embedded resource files; translating resources; the XRC format; writing resource handlers; foreign controls. Programming with images Image classes in wxWidgets; programming with wxBitmap; programming with wxIcon; programming with wxCursor; programming with wxImage; image lists and icon bundles; customizing wxWidgets graphics with wxArtProvider. Clipboard and drag and drop Data objects; data source duties; data target duties; using the clipboard; implementing drag and drop; implementing a drag source; implementing a drop target; using standard drop targets; creating a custom drop target; more on wxDataObject; drag and drop helpers in wxWidgets. Advanced window classes wxTreeCtrl; wxListCtrl; wxWizard; wxHtmlWindow; wxGrid; wxTaskBarIcon; writing your own controls; the control declaration; defining a new event class; displaying information; handling input; defining default event handlers; implementing validators; implementing resource handlers; determining control appearance. Data structure classes Why not STL? Files and streams wxFile and wxFFile; wxTextFile; wxTempFile; wxDir; wxFileName; file functions; file streams; memory and string streams; data streams; socket streams; filter streams; zip streams; virtual file systems. Memory management, debugging and error checking Creating and deleting window objects; creating and copying drawing objects; initializing your application object; cleaning up your application; detecting memory leaks and other errors; facilities for defensive programming; error reporting; providing run-time type information; using wxModule; loading dynamic libraries; exception handling; debugging tips. Writing international applications Introduction to internationalization; providing translations; using message catalogs; using wxLocale; character encodings and Unicode; converting data; help files; numbers and dates; other media; an example. Writing multithreaded applications When to use threads, and when not to; using wxThread; thread creation; starting the thread; how to pause a thread or wait for an external condition; termination; synchronization objects; wxMutex; deadlocks; wxCriticalSection; wxCondition; wxSemaphore; the wxWidgets thread sample; alternatives to multithreading: Programming with wxSocket Socket classes and functionality overview; introduction to sockets and basic socket processing; the client; the server; connecting to a server; socket events; socket status and error notifications; sending and receiving socket data; creating a server; socket event recap; socket flags; blocking and non- blocking sockets in wxWidgets; how flags affect socket behavior; using wxSocket as a standard socket; using socket streams; alternatives to wxSocket. Perfecting your application Single instance versus

DOWNLOAD PDF CROSS-PLATFORM GUI PROGRAMMING WITH WXWIDGETS (BRUCE PERENS OPEN SOURCE SERIES)

multiple instances; modifying event handling; reducing flicker; using a help controller; extended wxWidgets HTML help; authoring help; other ways to provide help; parsing the command line; storing application resources; invoking other applications; launching documents; redirecting process input and output; managing application settings; application installation on Windows, Linux and Mac OS X; following UI design guidelines. Installing and upgrading DialogBlocks; the DialogBlocks interface; the sample project; compiling the sample; creating a new project; creating a dialog; creating a frame; creating an application object; debugging your application. How wxWidgets processes events An illustrated description of how event processing works. Event classes and macros A summary of the important event classes and macros. Porting from MFC General observations; application initialization; message maps; converting dialogs and other resources; documents and views; printing; string handling and translation; database access; configurable control bars; equivalent functionality by macros and classes. Browse the samples and code snippets from the book, using an HTML interface. The sample has scripts to create installations for all four platforms, which you can adapt for your own applications. Compile wxWidgets and the samples easily with DialogBlocks Personal Edition , a version of the sophisticated dialog editor from Anthemion Software Ltd. The following Windows compilers are supplied, and all may be used to compile wxWidgets using DialogBlocks or other means. Maintained by SciTech Software Inc.

DOWNLOAD PDF CROSS-PLATFORM GUI PROGRAMMING WITH WXWIDGETS (BRUCE PERENS OPEN SOURCE SERIES)

Chapter 2 : Cross-Platform GUI Programming with Wxwidgets by Julian Smart

Find helpful customer reviews and review ratings for Cross-Platform GUI Programming with wxWidgets (Bruce Perens' Open Source Series) at calendrierdelascience.com Read honest and unbiased product reviews from our users.

Most commonly, it occurs when the new readers stop utilizing the eBooks as they are unable to utilize all of them with the appropriate and effectual style of reading these books. There present variety of motives behind it due to which the readers quit reading the eBooks at their first most effort to make use of them. Nonetheless, there exist some techniques that could help the readers to really have a nice and effective reading encounter. A person ought to correct the proper brightness of display before reading the eBook. It is a most common problem that the majority of the folks usually endure while using an eBook. Due to this they suffer from eye sores and head aches. The best alternative to overcome this severe issue is to reduce the brightness of the displays of eBook by making particular changes in the settings. It is suggested to keep the brightness to possible minimum amount as this will help you to raise the time which you can spend in reading and give you great comfort onto your eyes while reading. A good eBook reader should be set up. You can also make use of complimentary software that could offer the readers with many functions to the reader than simply a simple platform to read the desired eBooks. You can also save all your eBooks in the library that is also supplied to the user by the software program and have a superb display of all your eBooks as well as access them by identifying them from their special cover. Aside from offering a place to save all your valuable eBooks, the eBook reader software even offer you a large number of characteristics in order to boost your eBook reading experience in relation to the traditional paper books. You can even enhance your eBook reading encounter with help of choices supplied by the software program like the font size, full screen mode, the particular number of pages that need to be shown at once and also alter the colour of the background. You ought not make use of the eBook continuously for a lot of hours without breaks. You need to take appropriate rests after specific intervals while reading. Constant reading your eBook on the computer screen for a long time without taking any rest can cause you headache, cause your neck pain and suffer from eye sores and also cause night blindness. So, it is critical to provide your eyes rest for some time by taking rests after specific time intervals. This can help you to prevent the troubles that otherwise you may face while reading an eBook always. While reading the eBooks, you should prefer to read enormous text. Usually, you will realize the text of the eBook tends to be in medium size. It is proposed to read the eBook with enormous text. So, raise the size of the text of the eBook while reading it at the display. Despite the fact that this will definitely mean that you will have less text on every page and greater amount of page turning, you will be able to read your desirable eBook with great convenience and have an excellent reading experience with better eBook display. It is proposed that never use eBook reader in full screen mode. It is suggested not to go for reading the eBook in full screen mode. Although it may look easy to read with full-screen without turning the page of the eBook fairly often, it put lot of strain on your own eyes while reading in this mode. Constantly prefer to read the eBook in exactly the same span that would be similar to the printed book. This is so, because your eyes are used to the span of the printed book and it would be comfortable for you to read in the same way. Test out various shapes or sizes until you find one with which you will be comfortable to read eBook. By using different techniques of page turn you could additionally enhance your eBook encounter. You can try many methods to turn the pages of eBook to improve your reading experience. Check out whether you can turn the page with some arrow keys or click a particular section of the display, apart from utilizing the mouse to manage everything. Lesser the movement you must make while reading the eBook better is going to be your reading experience. Specialized dilemmas One issue on eBook readers with LCD screens is that it is not going to take long before you try your eyes from reading. This will definitely help to make reading easier. By using every one of these effective techniques, you can surely enhance your eBook reading experience to an excellent extent. These tips will help you not only to prevent particular hazards that you may face while reading eBook consistently but also

DOWNLOAD PDF CROSS-PLATFORM GUI PROGRAMMING WITH WXWIDGETS (BRUCE PERENS OPEN SOURCE SERIES)

facilitate you to enjoy the reading experience with great comfort. The download link provided above is randomly linked to our ebook promotions or third-party advertisements and not to download the ebook that we reviewed. We recommend to buy the ebook to support the author. Thank you for reading.

Chapter 3 : Cross-Platform GUI Programming with wxWidgets - wxWidgets

Note: If you're looking for a free download links of Cross-Platform GUI Programming with wxWidgets (Bruce Perens'Open Source Series) pdf, epub, docx and torrent then this site is not for you. calendrierdelascience.com only do ebook promotions online and we does not distribute any free download of ebook on this site.

Chapter 4 : Bruce Perens's™ Open Source Series - Cross-Platform GUI Programming with wxWidgets [B

The book itself is the only one on this matter. It is well written with tons of examples. I would consider this book as a must for those who are writing the Cross-Platform GUI using open source libs.

Chapter 5 : Perens Series Page | InformIT

Written by Julian Smart and Kevin Hock with Stefan Csomor, "Cross-Platform GUI Programming with wxWidgets" was published on July 27th by Prentice Hall as part of Bruce Perens' Open Source Series.

Chapter 6 : Cross-Platform GUI Programming with wxWidgets by Julian Smart

Cross-Platform GUI Programming with wxWidgets (Bruce Perens'Open Source Series) eBook: Julian Smart, Kevin, with Hock, Stefan Csomor: calendrierdelascience.com: Kindle Store calendrierdelascience.com Try Prime Kindle Store.