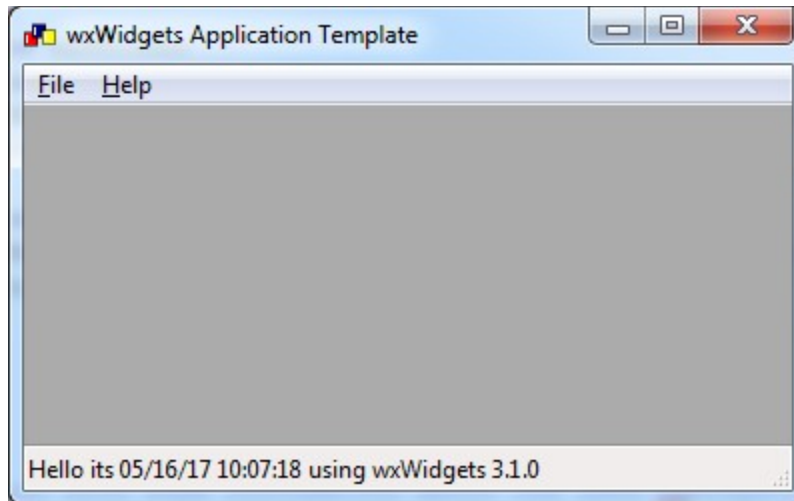


Program of the Week- PW3

Create the minimal wxWidgets application (as demonstrated last week) called wxEditor (Slides 23-26 and 28-38). You should already have that code from HW2. Make sure the Time and Date code are in the Status Bar (Slide 37).

<http://web.eng.fiu.edu/watsonh/eel3160/InstallMinGW20170517.pdf>



This assignment is to add a wxTextCtrl pointer named textControl to **wxEditorMain.h** (under Headers). It should go in the private access members under the enum statement.

```
wxTextCtrl* textControl;
```

An identifier number needs to be created for textControl. This is done by adding as the second item in the enum list. All items in an enum list end with a comma except the last item. The enum list is also in **wxEditorMain.h** Frame Class declaration.

```
ID_TextBox
```

Add an instance of wxTextCtrl to **wxEditorMain.cpp** (under Sources) using the constructor statement. It should be placed inside the frame constructor just after the StatusBar:

```
textControl = new wxTextCtrl(this, ID_TextBox,  
    wxT(""), wxDefaultPosition, wxDefaultSize,  
    wxTE_MULTILINE | wxTE_RICH , wxDefaultValidator, wxTextCtrlNameStr);
```

Note that ID_TextBox is used in the constructor.

Documentation for a wxTextCtrl is located at

http://docs.wxwidgets.org/3.0/classwx_text_ctrl.html

When the program is running, print out a screen copy with some text having been typed into the text control. Turn in this as evidence of completion of the assignment. Make sure the Time and Date are in the Status Bar so it can be seen when reviewed.

