

wxWidgets samples

Probably the best way to learn wxWidgets is by reading the source of some 50+ samples provided with it. Many aspects of wxWidgets programming can be learnt from them, but sometimes it is not simple to just choose the right sample to look at. This overview aims at describing what each sample does/demonstrates to make it easier to find the relevant one if a simple grep through all sources didn't help. They also provide some notes about using the samples and what features of wxWidgets are they supposed to test.

There are currently more than 50 different samples as part of wxWidgets and this list is not complete. You should start your tour of wxWidgets with the [minimal sample](#) which is the wxWidgets version of "Hello, world!". It shows the basic structure of wxWidgets program and is the most commented sample of all - looking at its source code is recommended.

The next most useful samples are probably [widgets](#) and dialogs which show many of wxWidgets native and generic controls, such as buttons, listboxes, checkboxes, comboboxes etc.

1. Copy the calendar folder from wxWidgets/samples to your own Code::Blocks project folder.

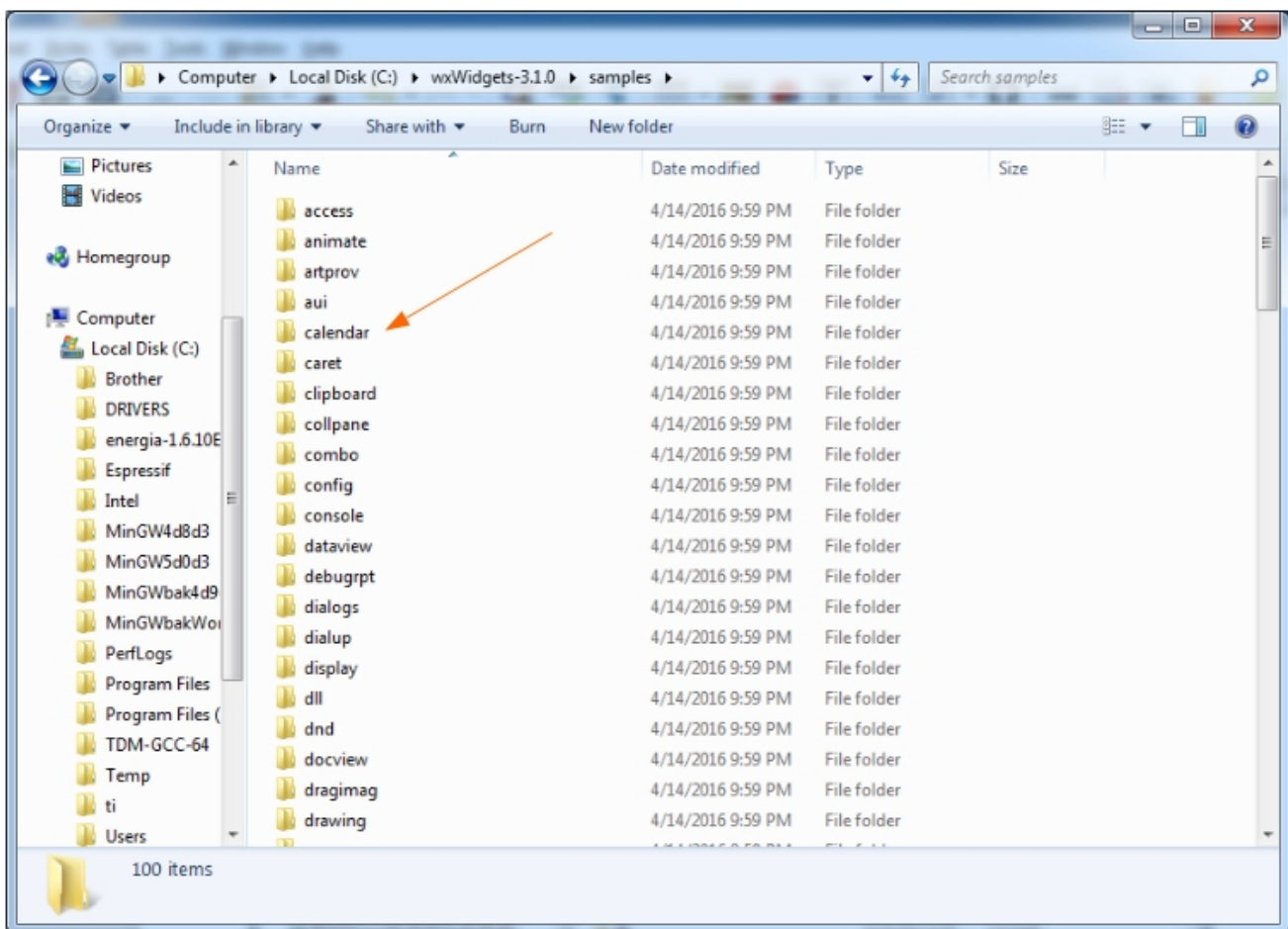


Illustration 1: Source folder

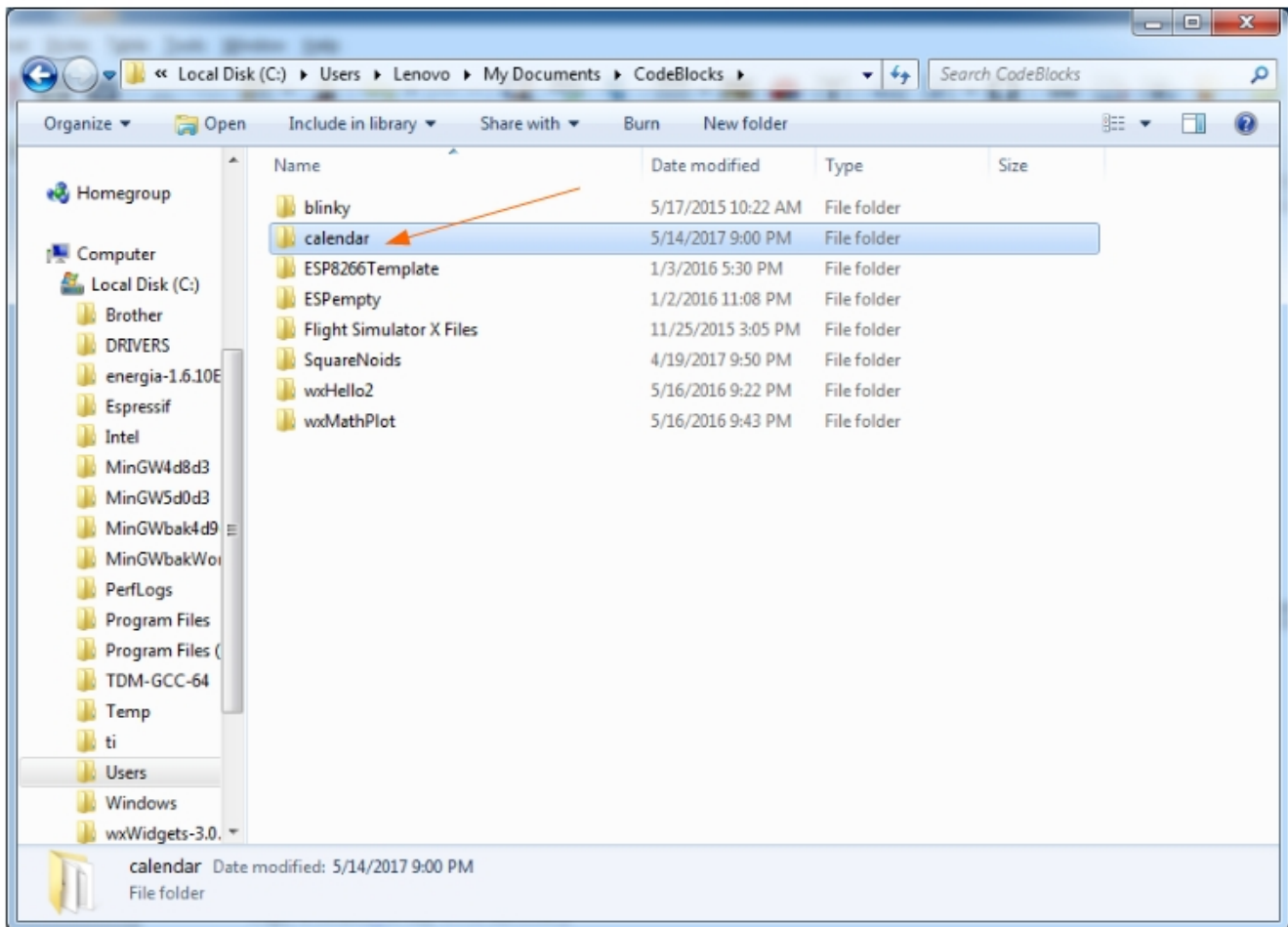
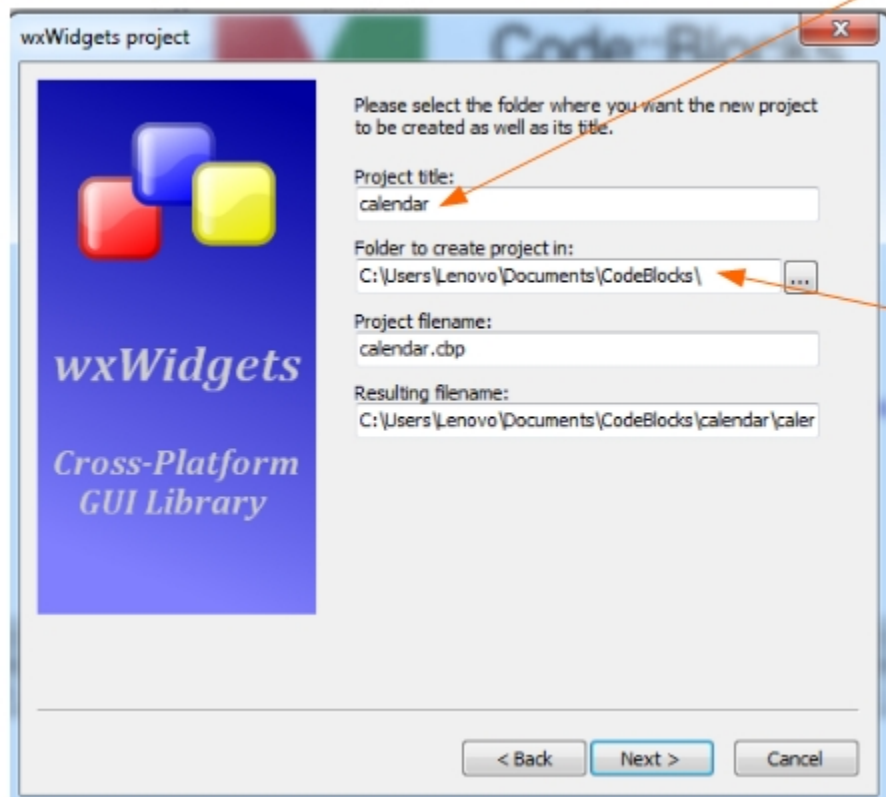
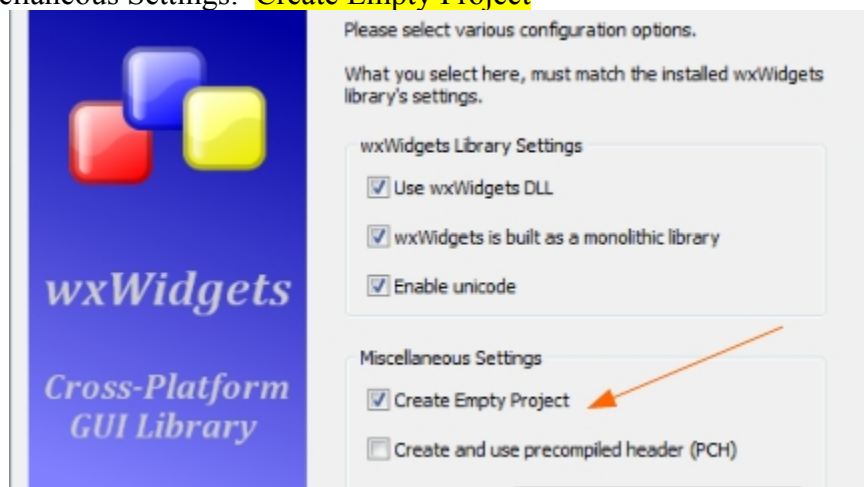


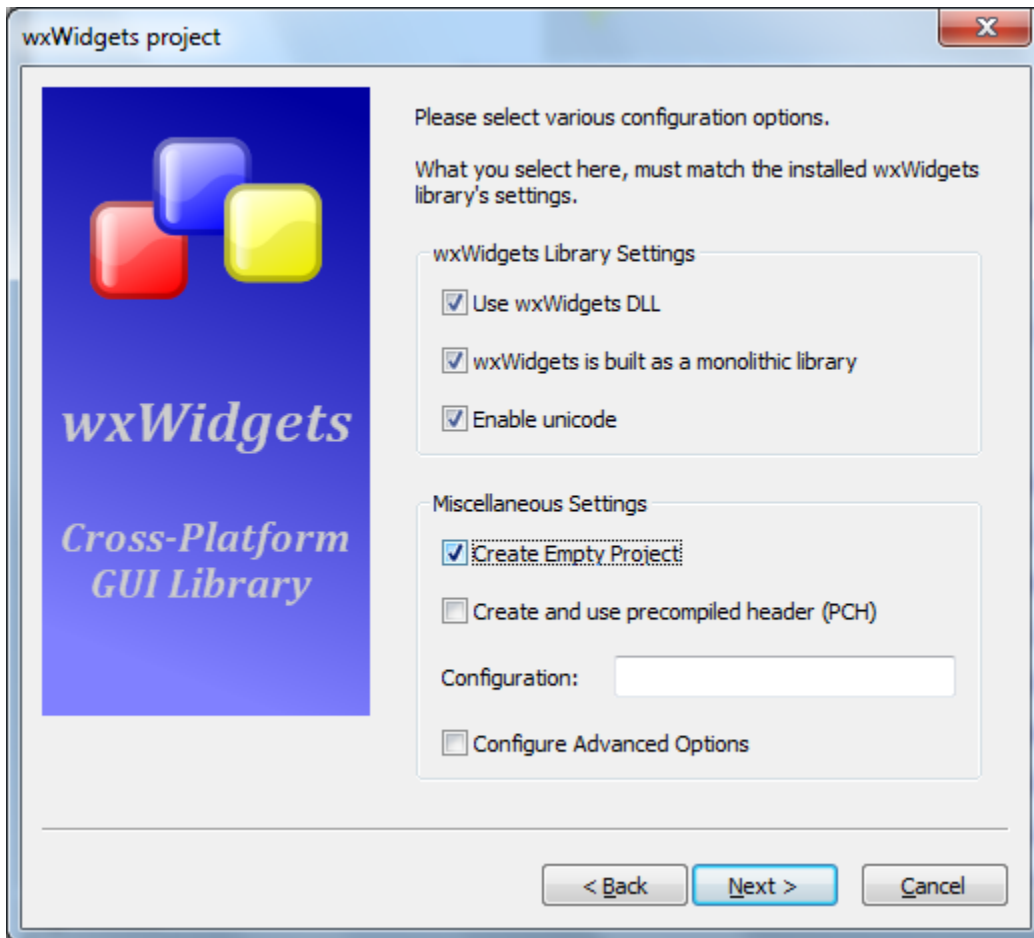
Illustration 2: Destination folder

2. Create a null Code::Blocks project with the same name as the target (calendar) folder
 1. Start Code::Blocks
 2. Create New Project
 3. wxWidgets Project
 4. Use same name as the target project (calendar)

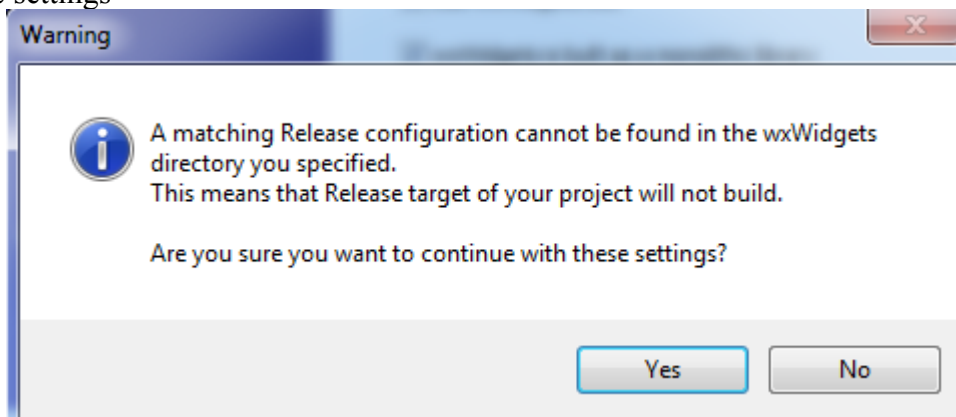


5. Preferred GUI Builder – None, Application Type – Frame
6. wxWidgets Location: C:\wxWidgets-3.1.0
7. Create 'Release' configuration
8. Miscellaneous Settings: **Create Empty Project**

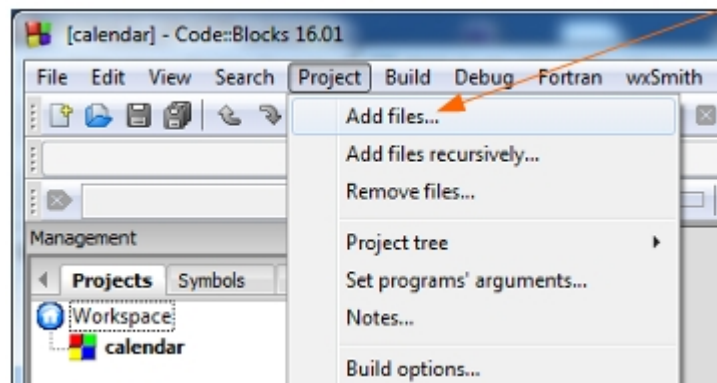




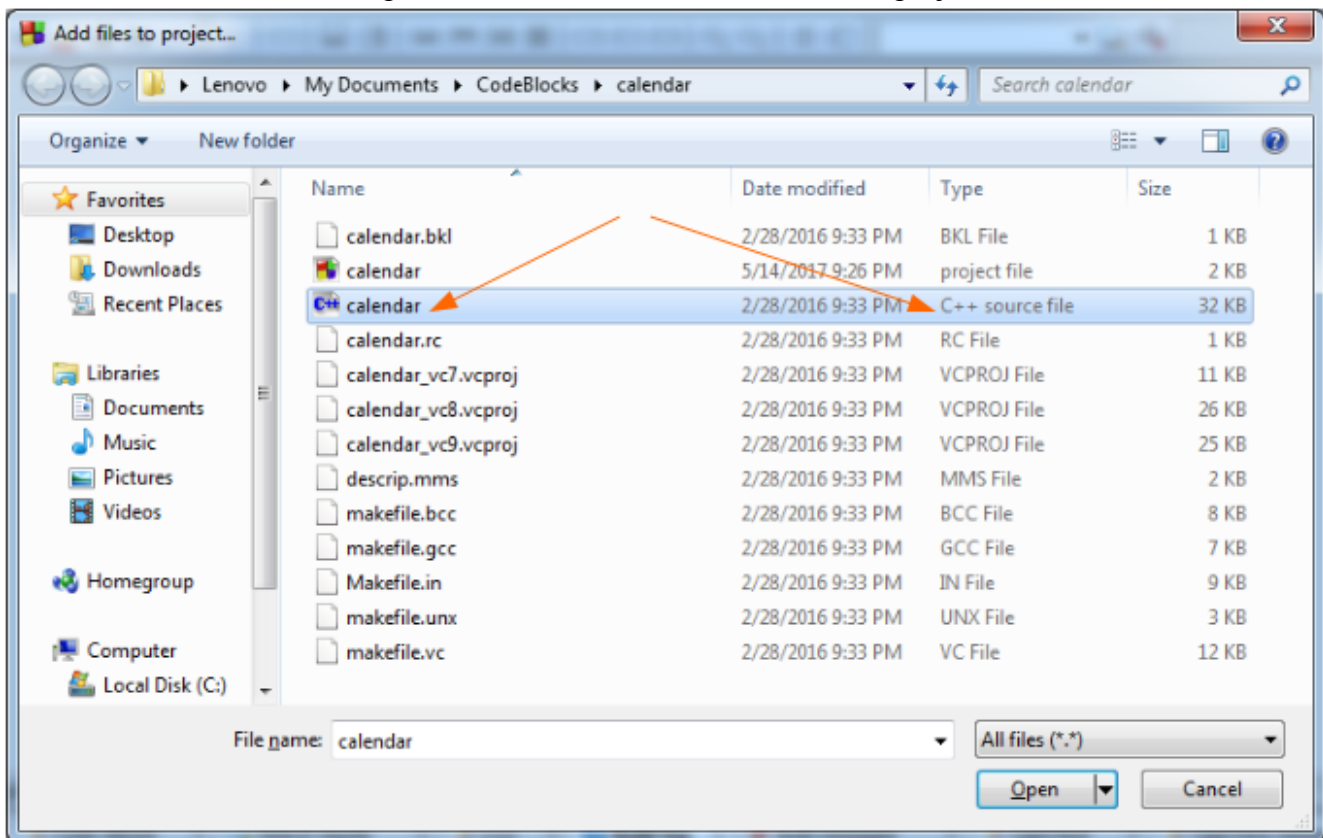
- 9. Remember you will have to set Linker settings for wxWidgets 3.1 library, so continue with the settings



3. Click Project→Add Files

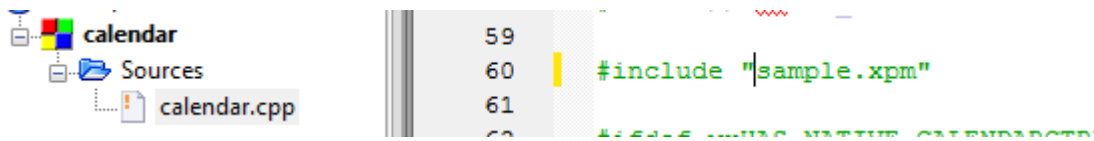


4. Locate and add target .cpp and .h files. In this case, only calendar.cpp is in folder. Make sure all the files in the Samples calendar folder are in this calendar project.

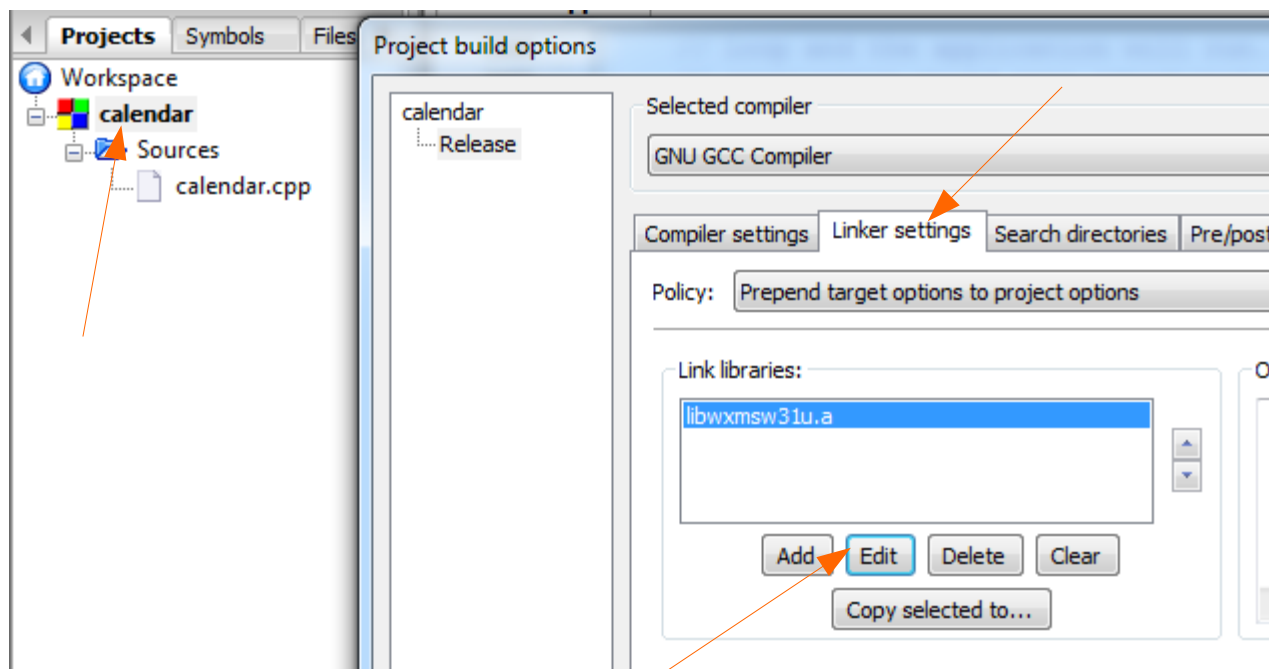
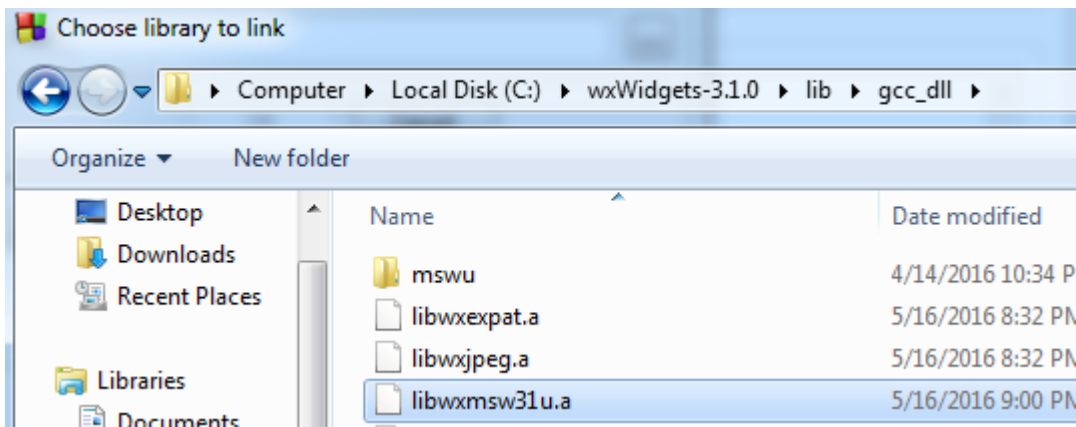


5. Download the FIU logo file from <http://web.eng.fiu.edu/watsonh/eel3370/sample.xpm>
6. Place that logo inside the 'calendar' project folder

7. Open calendar.cpp in the editor change line 60 #include "../sample.xpm" to #include "sample.xpm" This will reference the source folder for the logo image



8. Set the Linker settings for the wxWidgets 3.1.0 library
 1. Right click calendar project
 2. Select Linker settings
 3. Edit libwxmsw30u.a – change to libwxmsw31u.a for wxWidgets 3.1
remember [Step-by-Step Install Instructions](#) Slides 31-34 – every project!



9. Last, add the Date and Time to the frame creation in the OnInit function. Do this by including wxDateTime::Now().Format("%c") as shown in line 359 below.

```

352 // 'Main program' equivalent: the program execution "starts" here
353 bool MyApp::OnInit()
354 {
355     if ( !wxApp::OnInit() )
356         return false;
357
358     // Create the main application window
359     MyFrame *frame = new MyFrame(wxT("Calendar sample " + wxDateTime::Now().Format("%c")))
360                                 ,wxPoint(50, 50), wxSize(450, 340)
361                                 );
362
363
364

```

Compile and run the program. Take a screen shot of the application running. Be sure that the submission shows the Date and Time for review.

By-the-way, the assignment is to show how to do one of the samples examples. All wxWidgets are used somewhere in the samples, so the samples can be studied to learn how to use wxWidgets.

