

Program of the Week (Week 3)- PW1

Create the minimal wxWidgets application (as demonstrated last week) called wxEditor
<http://wiki.codeblocks.org/index.php?title=WxWindowsQuickRef>

Add a wxTextCtrl pointer named textControl to wxEditorMain.h

```
wxTextCtrl* textControl;
```

An identifier number needs to be created for textControl. This is done by adding

```
ID_TextBox
```

to the enum list in wxEditorMain.h Frame Class declaration.

Add an instance of wxTextCtrl to wxEditorMain.cpp using the constructor as follows:

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

Note that ID_TextBox is used in the constructor. Where is the instance placed? Inside the Frame constructor in wxEditorMain.cpp after the menu and status bars are created.

study the instructions for a wxTextCtrl located at

http://docs.wxwidgets.org/stable/wx_classref.html#classref

specifically this is the constructor which is used in the example given

http://docs.wxwidgets.org/stable/wx_wxtextctrl.html#wxtextctrlctor

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.