

This week the Notepad program will be finished.

This week is going to add a 'File Save' option allowing selection of a file to write the wxTextCtrl into a file.

The existing wxEditor program (PW4) will be further modified to include a save file dialog according to the following instructions.

Modifications to the wxEditor project code.

Header file: In `wxEditorMain.h` is the `wxEditorFrame` class declaration

1. *A declaration for a `wxFileDialog` pointer has to be added just below the `wxTextCtrl` pointer declaration:*

```
wxFileDialog* saveDialog
```

2. *there is an enum list declaring ID items as follows:*

```
enum
{
    idMenuQuit = 1000,
    ID_TextBox,
    idMenuOpen,
    idMenuAbout
};
```

add another ID entry for file save: `idMenuSave`

3. *there is the following list for menu items*

```
void OnClose(wxCloseEvent& event);
void OnQuit(wxCommandEvent& event);
void OnAbout(wxCommandEvent& event);
```

add another item for OnSave command event.

Code file: In `wxEditorMain.cpp` are pieces which constitute the Frame components of the program.

4. *There is the event table connecting event ID's to member functions of the `wxEditorFrame`*

```
BEGIN_EVENT_TABLE(wxHelloWorld2Frame, wxFrame)
    EVT_CLOSE(wxHelloWorld2Frame::OnClose)
    EVT_MENU(idMenuQuit, wxHelloWorld2Frame::OnQuit)
    EVT_MENU(idMenuAbout, wxHelloWorld2Frame::OnAbout)
    EVT_MENU(idMenuOpen, wxHelloWorld2Frame::OnOpen)
END_EVENT_TABLE()
```

Add an event table item connecting `idMenuSave` with `OnSave` function

5. Part of the `wxEditorFrame` constructor is code to create the menu bar

```
// create a menu bar
wxMenuBar* mbar = new wxMenuBar();
wxMenu* fileMenu = new wxMenu(_T(""));
fileMenu->Append(idMenuOpen, _("&Open\tAlt-F5"), _("Open a file"));
fileMenu->Append(idMenuQuit, _("&Quit\tAlt-F4"), _("Quit the application"));
mbar->Append(fileMenu, _("&File"));
```

Add a 'Save' fileMenu item to save a file. Append the item 'Save', with explanatory text 'Save a file' connecting the `idMenuSave` event.

6. Add a member function which actually create a File Dialog instance. 'File Save' code is added to open/load a selected file.

```
void wxHelloWorldFrame::OnSave(wxCommandEvent &event)
{

}
```

This is the code which will do those 4 items. The intention is that you study these 4 lines of code and develop an understanding of what they are doing.

1. Create an instance of the `wxFileDialog`

```
wxFileDialog *saveDialog = new wxFileDialog(this, wxT("Choose a file"), wxT(""), wxT(""),
    wxT("Text Files (*.txt)|*.txt|C++ Files (*.cpp)|*.cpp|Header Files (*.h)|*.h"),
    wxFD_SAVE );
```

To get the file save dialog, `wxFD_OPEN` style is replaced with `wxFD_SAVE`

2. Cause the instance to 'pop-up' (`ShowModal`)

```
int response = saveDialog->ShowModal(); //get response from the dialog
```

3. Check if the response is 'OK'. Save the `wxTextCtrl` inside the `wxFrame` to the selected file

```
if(response == wxID_OK)
{ //if response ok, then load contents into textControl
    this->textControl->SaveFile(saveDialog->GetPath());
}
```

Build and run the finished program. Turn in a screen copy with the file save dialog activated and the Application Frame with the Time and Date in the Status Bar

See below:

