Chapter 2 Code Structure

Sequence of Events:

1. Global variable creates instance of Frame (invisibly)
2. Creation of myApp calls OnInit in myApp
3. OnInit instantiates StartFrame
4. myApp waits for events, like pushing “Start” button

5. StartFrame displays menu, start button, … & attaches global function “button_proc()” to start button
6. When you click start, button_proc() calls global function OnStart()
7. Frame::Clear() makes window visible (via Frame::CreateIfNeeded()) & clears canvas in BasicFrame

8. wxApp now listens for events….
Chapter 2 Code Structure

Key:
- Object
- Inherits
- Instantiates

Globals:
- window
- OnStart()
- OnMouseEvent
- etc...

main() -> wxApp -> wxFrame

myApp
(Base.h)
StartFrame
Frame
BasicFrame