

# Win4Eu

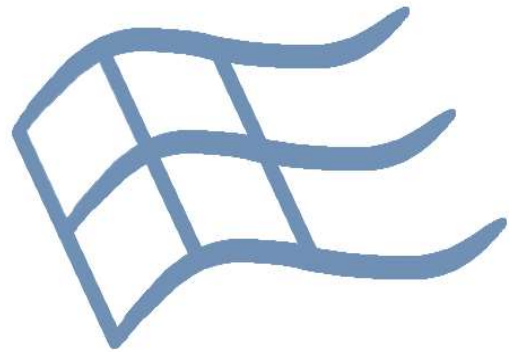
## Object interface

Mainly via verbs:

- verb ( type, parameters )
- verb ( object, parameters )
- verb ( destination, source, parameters )

Verbs: create, destroy, set, ask (=get), attach

(events, databinding), detach, invoke (event), start, stop, add, remove, load, save, move, resize, show, hide, clear, cut, copy, paste, draw, fill, enable, disable, ...



## Classes

- Allocator = memory-set, for allocating memory
- Structure = managed structure-object, for interfacing with C-code
- Component = basic class-instance
- Module = static class, that can't be instantiated (Screen, Printer, Mouse, FileSystem, ...)

## Class Hierarchy

- **Module**
  - Application
  - Mouse
  - Keyboard
  - Dialogs (messagebox, inputbox, opendirialog, savedialog, ...)
  - ...
- **Allocator**
  - **Structure**
    - POINT
    - ...
- **Component**
  - Control (=Component that will be displayed)
    - Container (=Control with children)
      - Window
      - UserControl (designable Container)
      - ...
    - Button
    - ...
  - ...

## Naming conventions

- object classes, properties and events: AllUpperCaseWords (no underscores)
- verbs, procedures and functions: firstLowerOtherUpperCase (no underscores)
- API constants: SetVisible, WM\_PAINT (literal copies, underscores allowed)