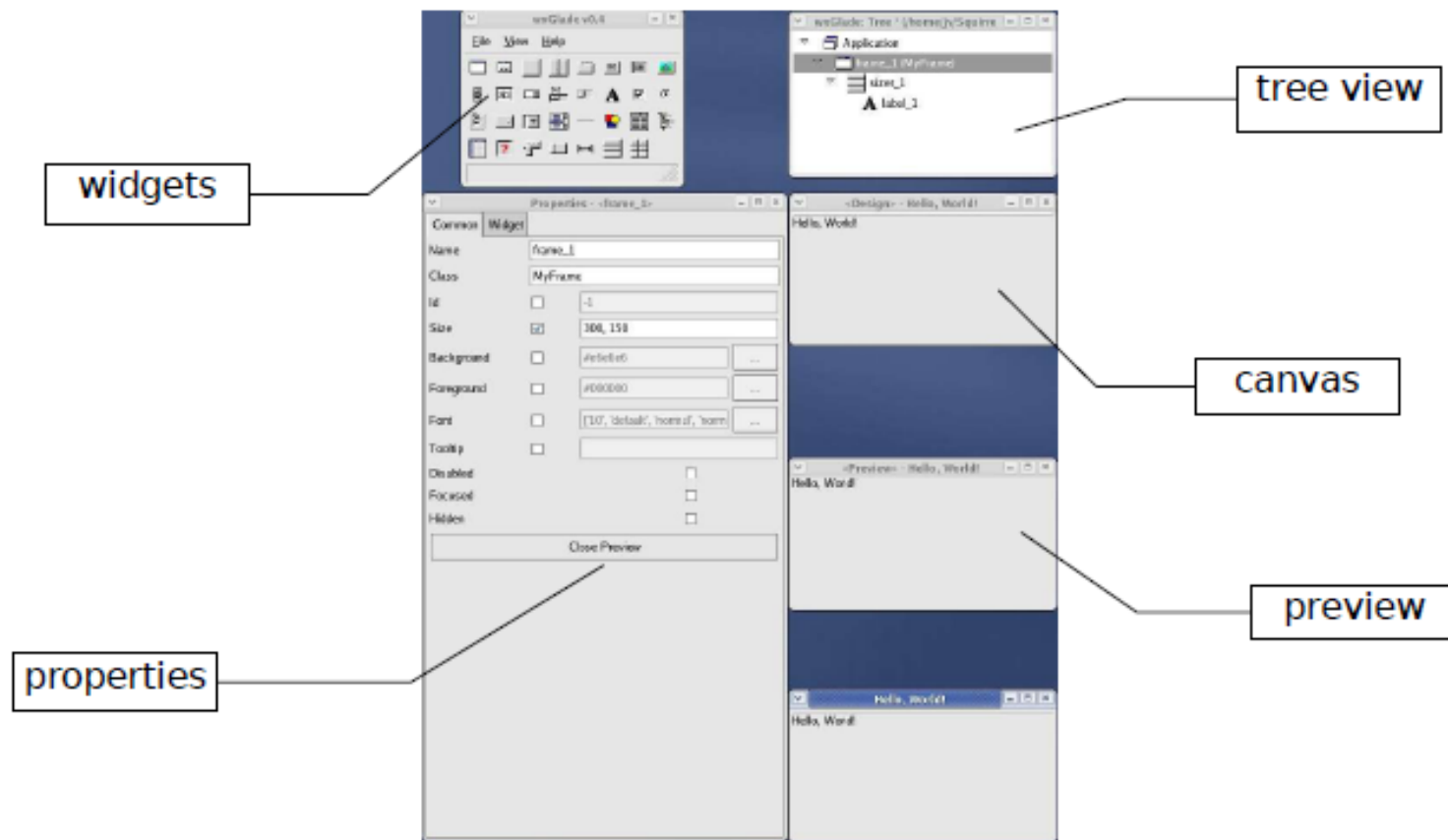


*Korisnička sučelja*

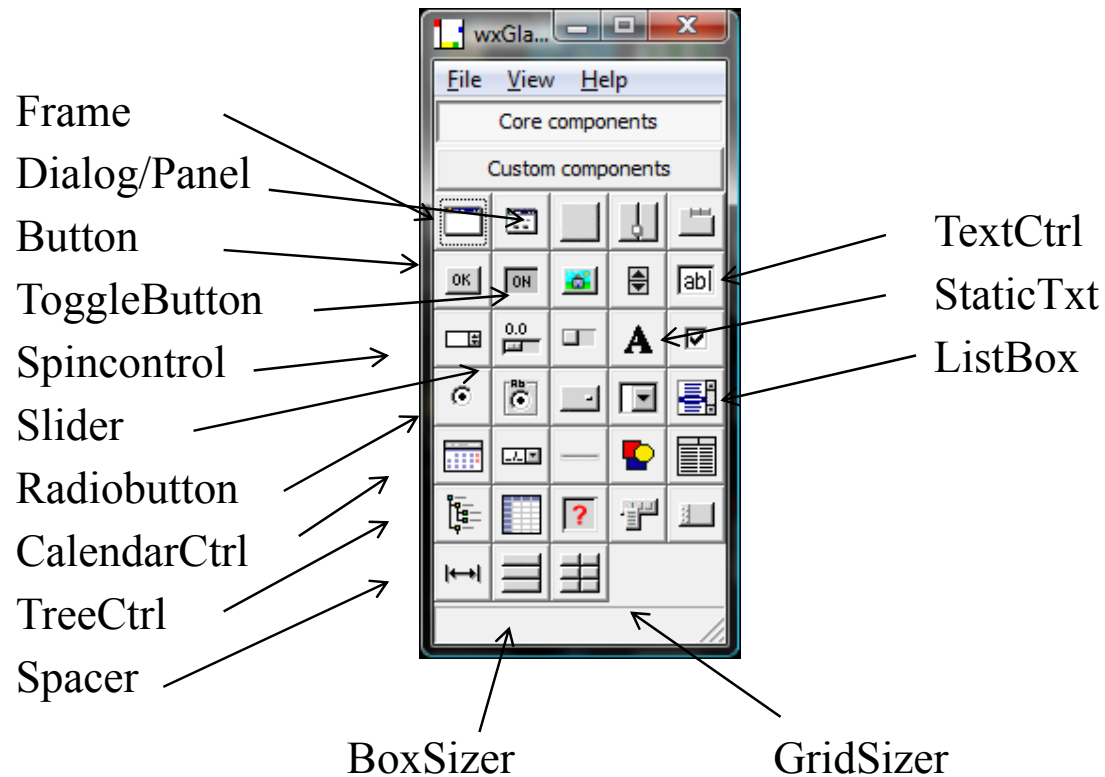
# KORISNIČKA SUČELJA

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IRB

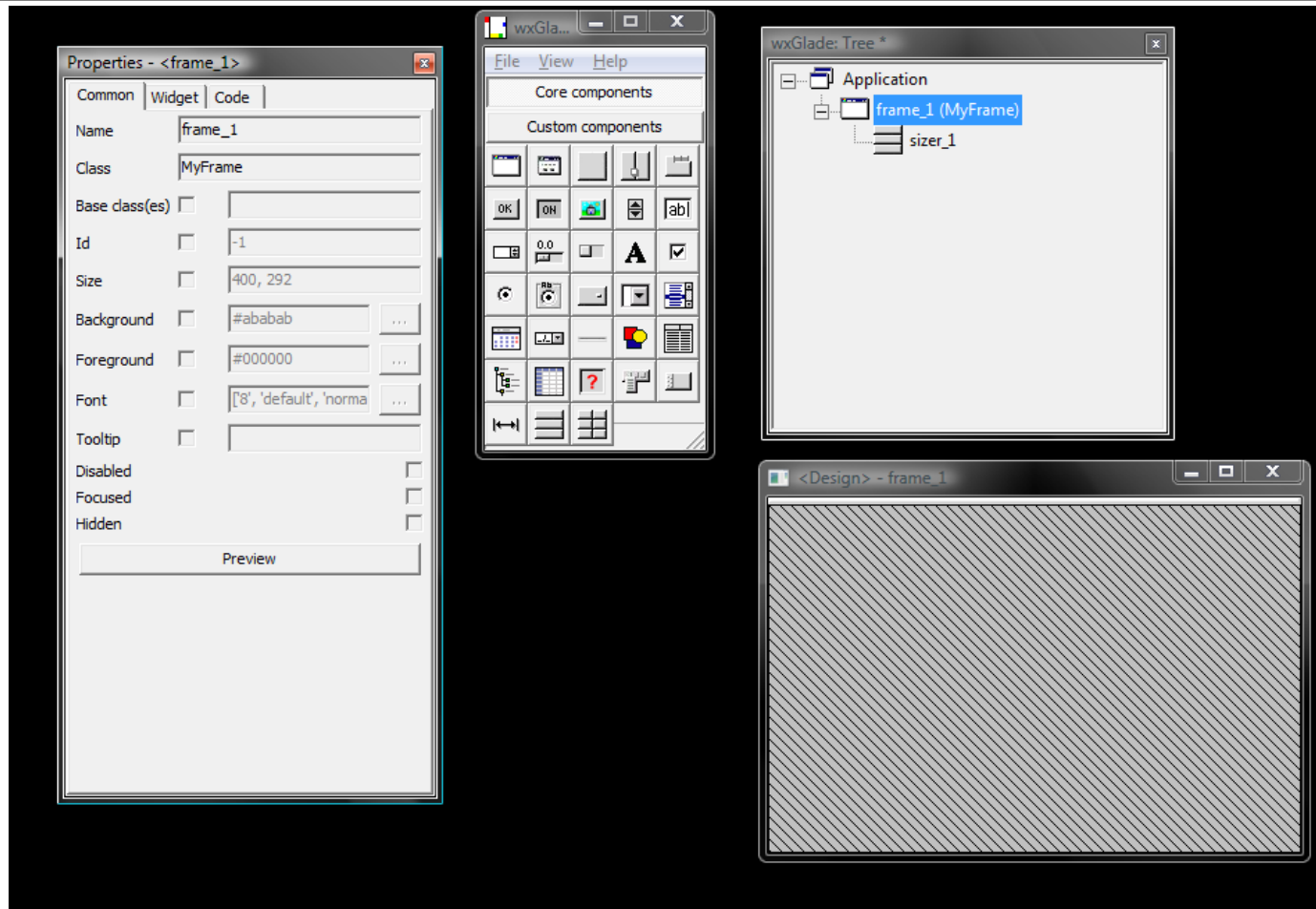
# wxglade



# wxglade

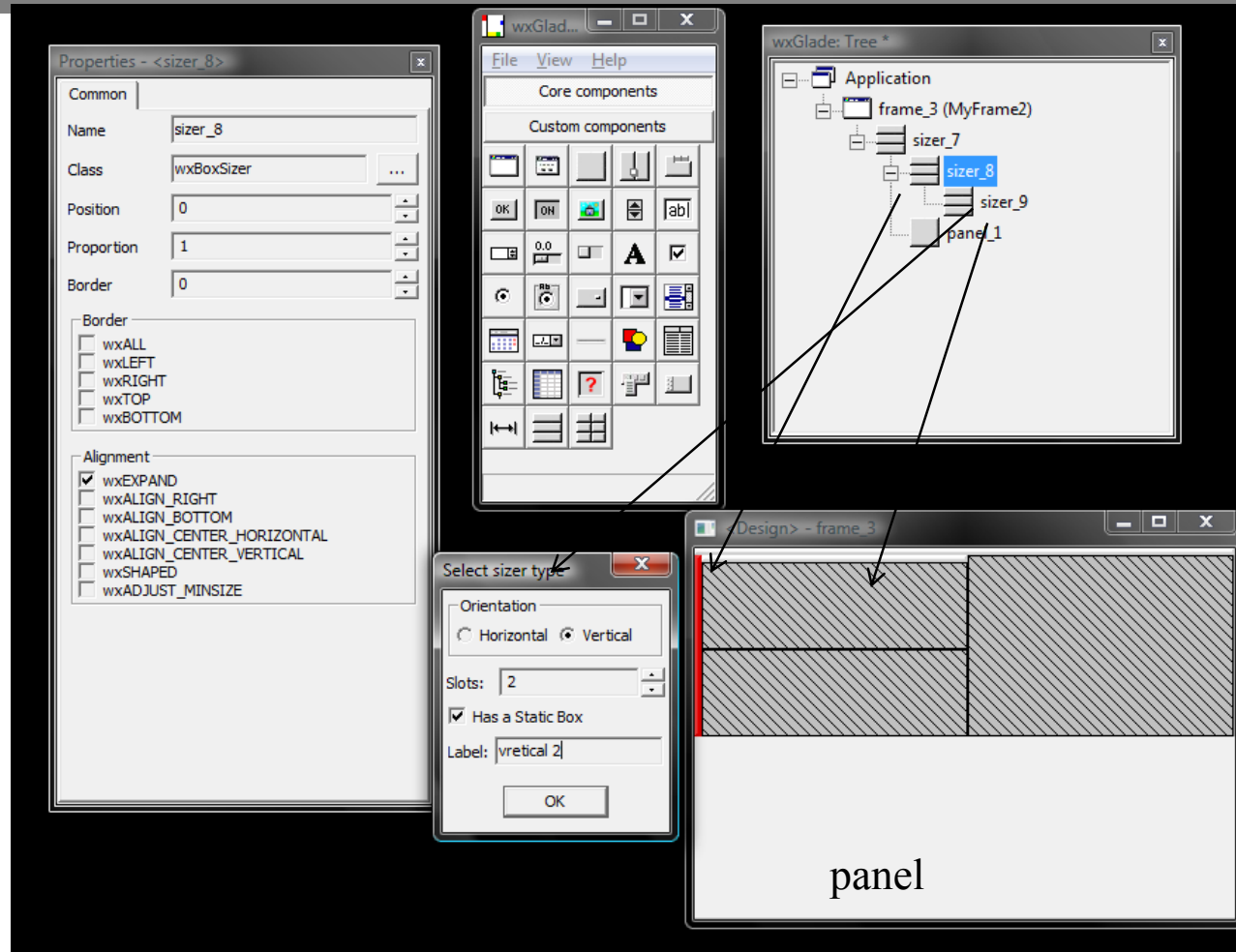


# wxglade



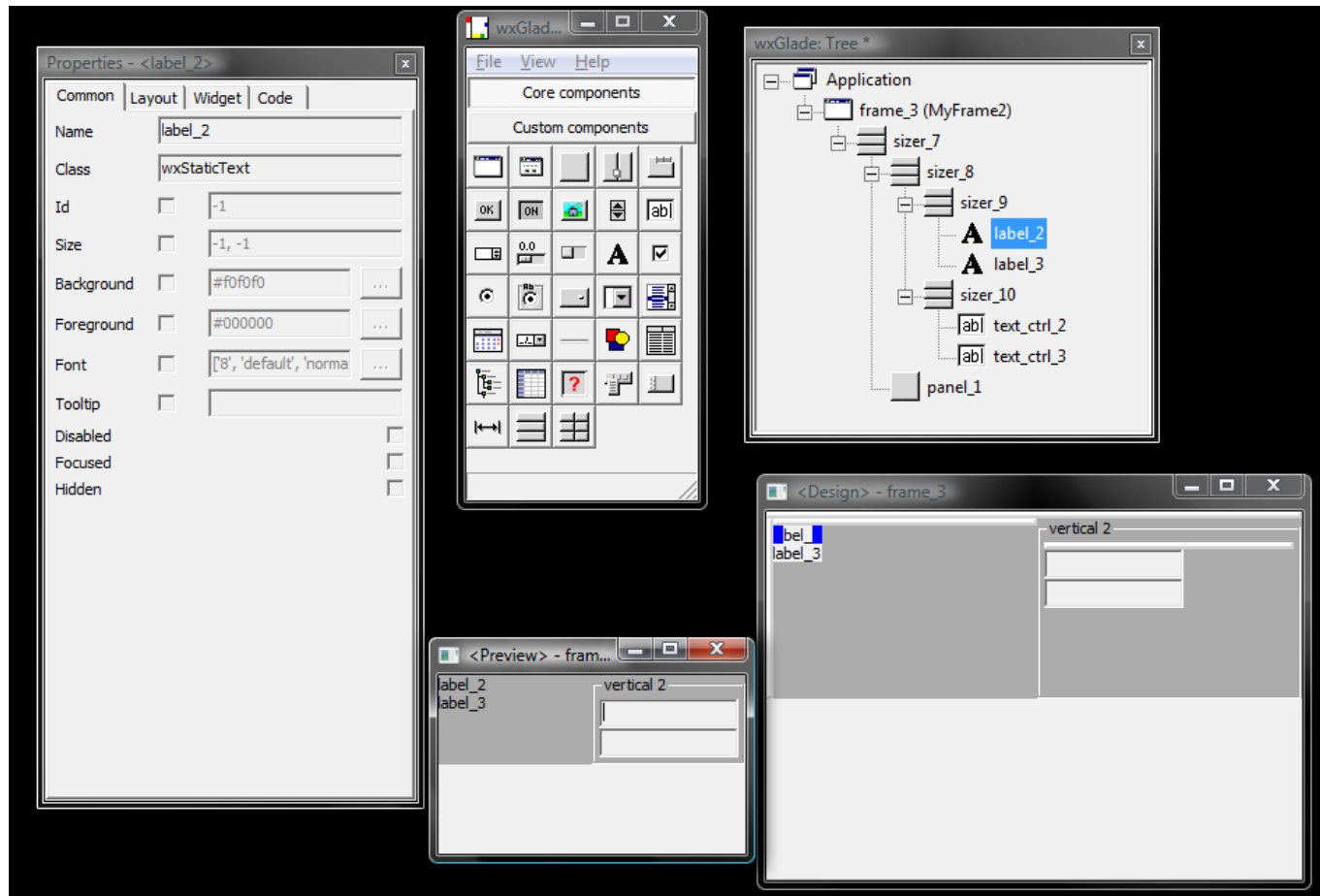
Dodali smo 1 Frame  
- Odmah dodaje sizer

# wxglade



Dodajemo  
1 boxsizer horizontalni  
1 boxsizer vertikalni  
1 panel

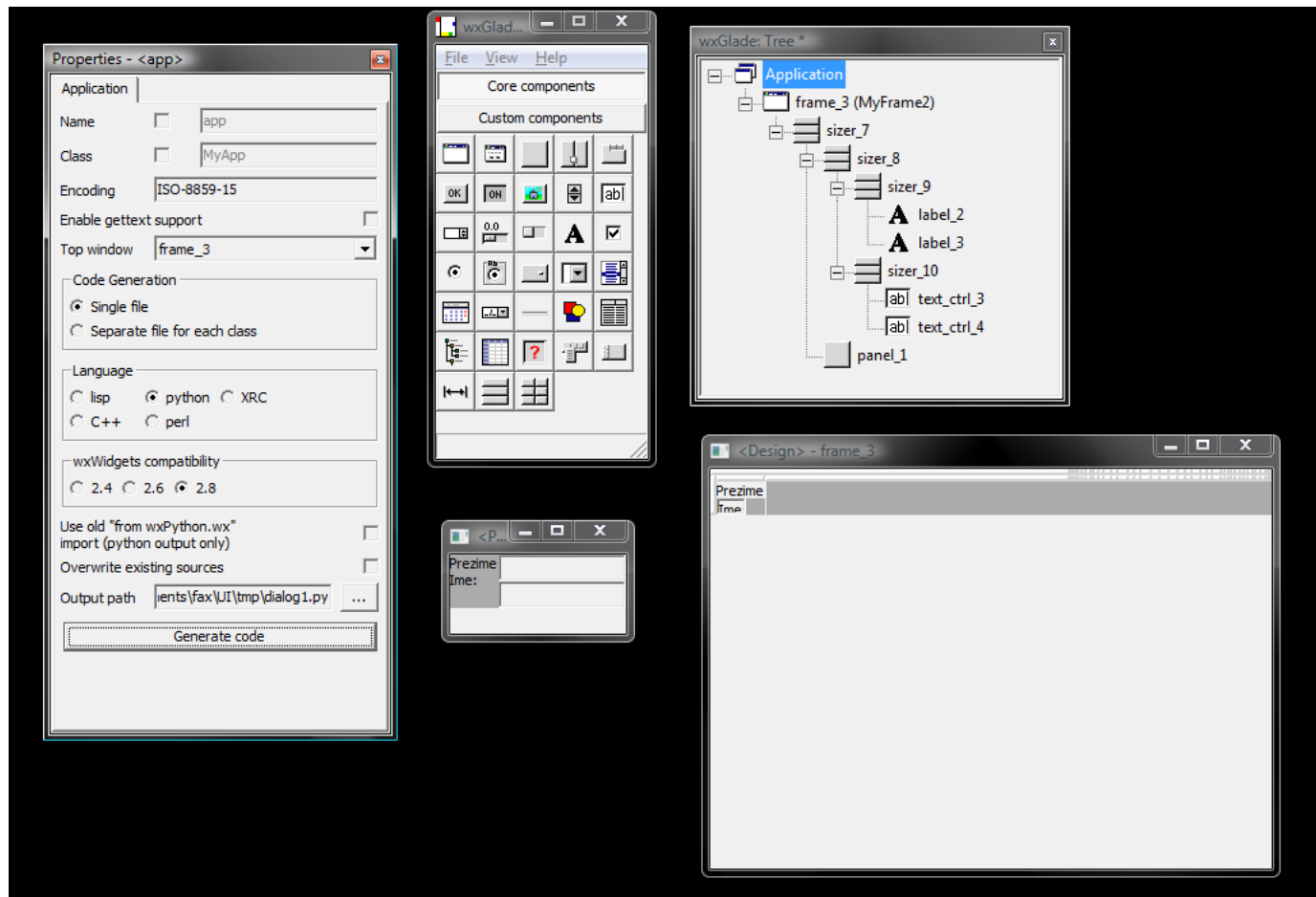
# wxglade



Dodajemo još jedan  
Vertikalni Box sizer  
za TextCtrl widgete.

Dodajemo u sizere  
StaticTxt  
TextCtrl

# wxglade



Generiramo aplikaciju

# wxglade

```
class MyFrame(wx.Frame):
    def __init__(self, *args, **kwargs):
        # begin wxGlade: MyFrame.__init__
        kwargs["style"] = wx.DEFAULT_FRAME_STYLE
        wx.Frame.__init__(self, *args, **kwargs)
        self.label_1 = wx.StaticText(self, -1, "Ime")
        self.label_2 = wx.StaticText(self, -1, "Prezime")
        self.text_ctrl_1 = wx.TextCtrl(self, -1, "")
        self.text_ctrl_2 = wx.TextCtrl(self, -1, "")

        self.__set_properties()
        self.__do_layout()
```

```
def __set_properties(self):
    # begin wxGlade: MyFrame.__set_properties
    self.SetTitle("simple")
```

```
def __do_layout(self):
    # begin wxGlade: MyFrame.__do_layout
    size_1 = wx.BoxSizer(wx.VERTICAL)
    size_2 = wx.BoxSizer(wx.HORIZONTAL)
    size_4 = wx.BoxSizer(wx.VERTICAL)
    size_3 = wx.BoxSizer(wx.VERTICAL)
    size_3.Add((29, 5), 0, 0, 0)
    size_3.Add(self.label_1, 0, 0, 0)
    size_3.Add((20, 6), 0, 0, 0)
    size_3.Add(self.label_2, 0, 0, 0)
    size_2.Add(size_3, 0,
wx.RIGHT|wx.EXPAND|wx.ALIGN_RIGHT, 0)
    size_4.Add(self.text_ctrl_1, 0, 0, 0)
    size_4.Add(self.text_ctrl_2, 0, 0, 0)
    size_2.Add(size_4, 1, wx.EXPAND, 0)
    size_1.Add(size_2, 1, wx.EXPAND, 0)
    self.SetSizer(size_1)
    size_1.Fit(self)
    self.Layout()
```



# wxglade

```
class MyFrame(wx.Frame):
    def __init__(self, *args, **kwds):
        # content of this block not found: did you rename this class?
        pass

    def __set_properties(self):
        # content of this block not found: did you rename this class?
        pass

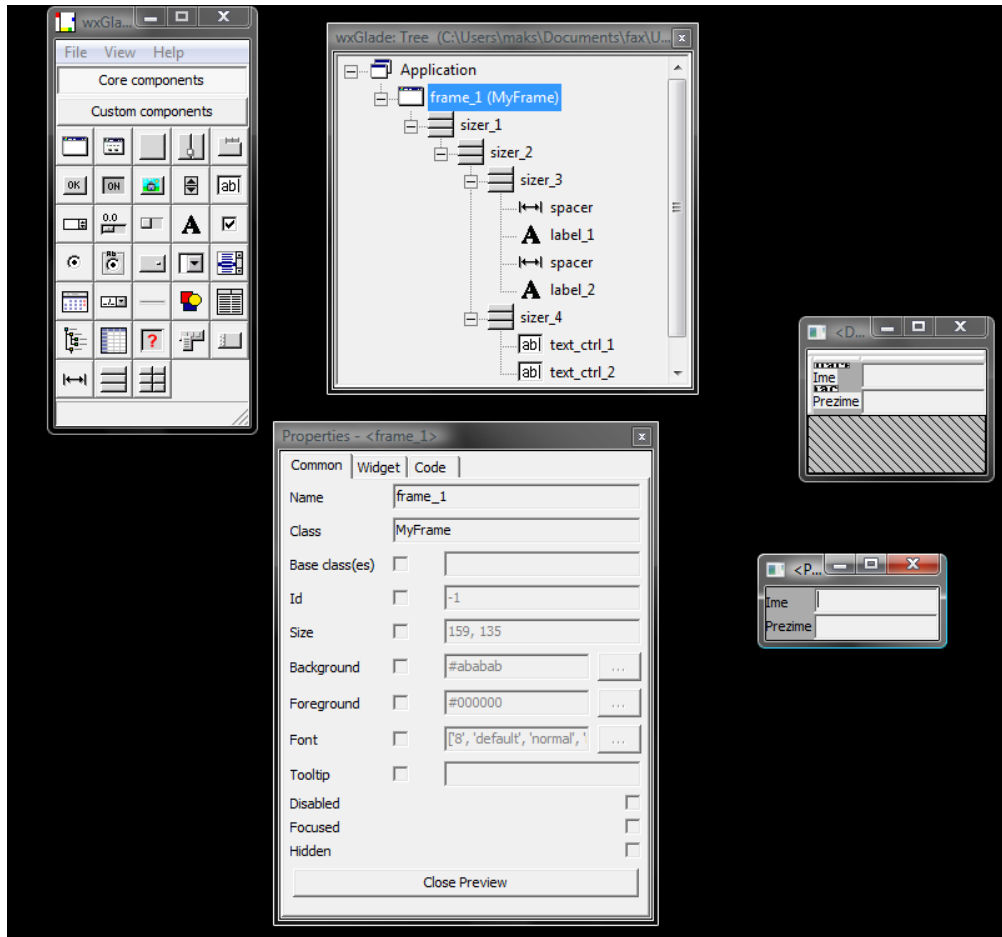
    def __do_layout(self):
        # content of this block not found: did you rename this class?
        pass
```

```
if __name__ == "__main__":
    app = wx.PySimpleApp(0)
    wx.InitAllImageHandlers()
    frame_1 = MyFrame(None, -1, "")
    app.SetTopWindow(frame_1)
    frame_1.Show()
    app.MainLoop()
```

```
frame_1 = MyFrame2(None, -1, "")
```

Generirano s pogreškama koje je lagano ispraviti  
Gubimo mogućnost dalje obrade u wxglade programu

# wxglade



# wxglade

```
class MyFrame(wx.Frame):
    def __init__(self, *args, **kwds):
        # begin wxGlade: MyFrame.__init__
        kwds["style"] = wx.DEFAULT_FRAME_STYLE
        wx.Frame.__init__(self, *args, **kwds)
        self.label_1 = wx.StaticText(self, -1, "Ime")
        self.label_2 = wx.StaticText(self, -1, "Prezime")
        self.text_ctrl_1 = wx.TextCtrl(self, -1, "")
        self.text_ctrl_2 = wx.TextCtrl(self, -1, "")

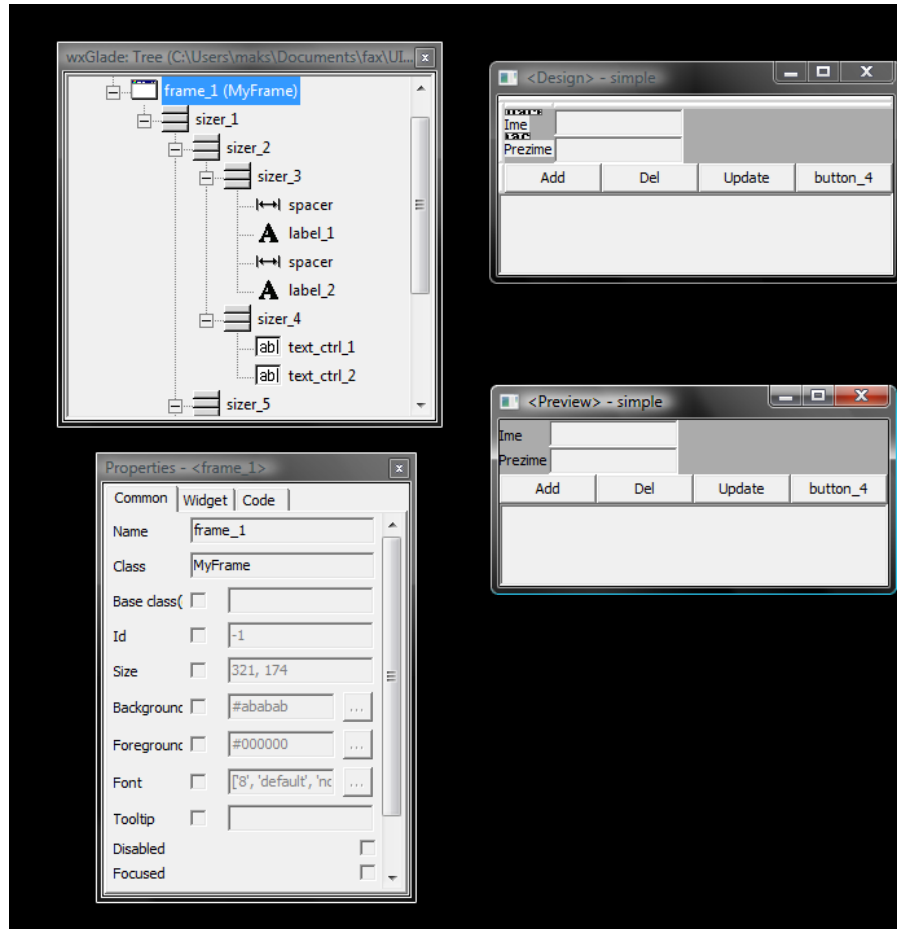
        self.__set_properties()
        self.__do_layout()

        self.Bind(wx.EVT_TEXT_ENTER, self.enterIme, self.text_ctrl_1)
        self.Bind(wx.EVT_TEXT_ENTER, self.enterPrezime, self.text_ctrl_2)
```

```
def enterIme(self, event): # wxGlade:
    print "Event handler `enterIme' not implemented!"
    event.Skip()

def enterPrezime(self, event):
    # wxGlade: MyFrame.<event_handler>
    print "Event handler `enterPrez' not implemented!"
    event.Skip()
```

# Phonebook wxglade



Simple4.py  
Simple4.wxg