



Assignment 2

Requirements

This exercise is designed to give you practice using containers, buttons, and the text entry widget. You will create a simple tool that lets a user create strings of characters that are not found on the keyboard and copy them to the clipboard for use in other text files. It should look something like Figure 1.

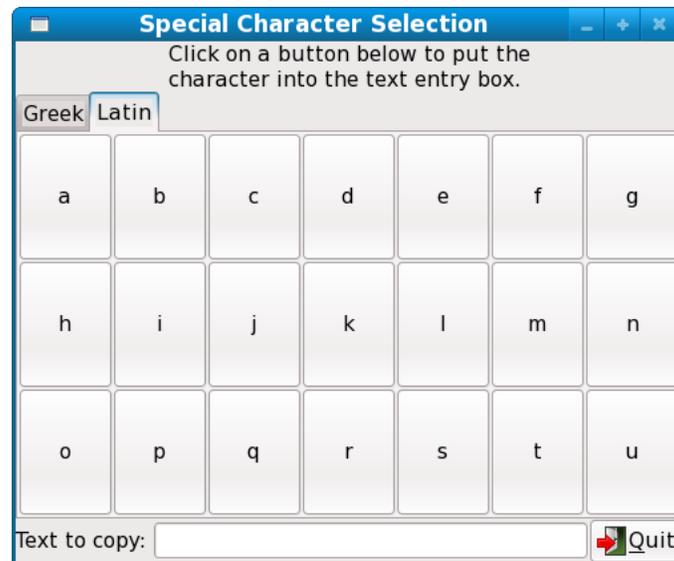


Figure 1: Character Selection Tool

Which symbols you place in the tool are your choice. It must have a notebook with at least two pages. It is not necessary to have more pages. Each page will have an array of square-shaped buttons that are labeled by characters. There should be at least 20 buttons on each page. When the user double-clicks the button, the character in its label is copied to the text entry box at the bottom of the window to the right of the last character in that box. The text box should be editable, so that the user can delete characters or add others by typing on the keyboard. The text should also be selectable, so that the user can copy it to the clipboard using Ctrl-C, in order to paste it into other applications. There should be a Quit button that closes the application.

It is not necessary to put characters into the buttons that are not found on the keyboard, although this is preferable. Doing that requires learning material we have not yet covered in class. The objective is simply to integrate the various widgets and organize the application well.

If the application consists of more than one source code file, then you must create a makefile that builds the executable.

Submission

If the program consists of more than one source code file, create a directory named `hwk2_username`, with permission 700, and put all of your source code files and a makefile into it (and nothing else!) If it is a single



source code file, name it `hwk2_username.c` or `hwk2_username.cc`, where `username` is the username you have on our UNIX system, and the extensions are for C and C++ respectively, with permission 600. Put the directory or the program into the directory

```
/data/yoda/b/student.accounts/cs493.73/projects/project2
```

on our file system.