

GUI Programming with GTK+

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FS Info Event

Desktop applications play a major role when working with the computer. But how to create modern graphical user interfaces?

This workshop teaches how to create and publish applications with a graphical user interface.

- ▶ Choose from multiple dates in November and early December 2017.
- ▶ Workshop for beginners on Saturday and Sunday.
- ▶ English or German.
- ▶ Learn how to use the GTK+ library and the Meson build system to write GUI programs.
- ▶ Basic knowledge of the C programming language will be taught.

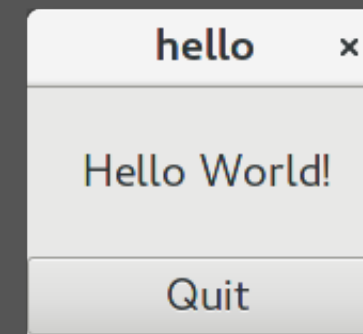
Register here for free if you are interested:

<https://pelzflorian.de/gui-prog-anmelden/>



To contact me:

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hello.c

```
1  #include <gtk/gtk.h>
2
3  static void
4  close_window (GtkWidget *widget)
5  {
6      gtk_main_quit ();
7  }
8
9  int
10 main (void)
11 {
12     GtkWidget *window, *box, *hello_label, *button;
13     gtk_init (0, NULL);
14     window = gtk_window_new (GTK_WINDOW_TOPLEVEL);
15     box = gtk_box_new (GTK_ORIENTATION_VERTICAL,
16                       0);
17     hello_label = gtk_label_new ("Hello World!");
18     g_object_set (G_OBJECT (hello_label),
19                 "expand", TRUE,
20                 NULL);
21     button = gtk_button_new_with_mnemonic ("_Quit");
22     gtk_container_add (GTK_CONTAINER (window),
23                       box);
24     gtk_container_add (GTK_CONTAINER (box),
25                       hello_label);
26     gtk_container_add (GTK_CONTAINER (box),
27                       button);
28     g_signal_connect (button,
29                     "clicked",
30                     G_CALLBACK (close_window),
31                     NULL);
32     g_signal_connect (window,
33                     "destroy",
34                     G_CALLBACK (close_window),
35                     NULL);
36     gtk_widget_show_all (window);
37     gtk_main ();
38     return 0;
39 }
```