

CIV2802 – Sistemas Gráficos para Engenharia
2024.1

Programação orientada a eventos de interface

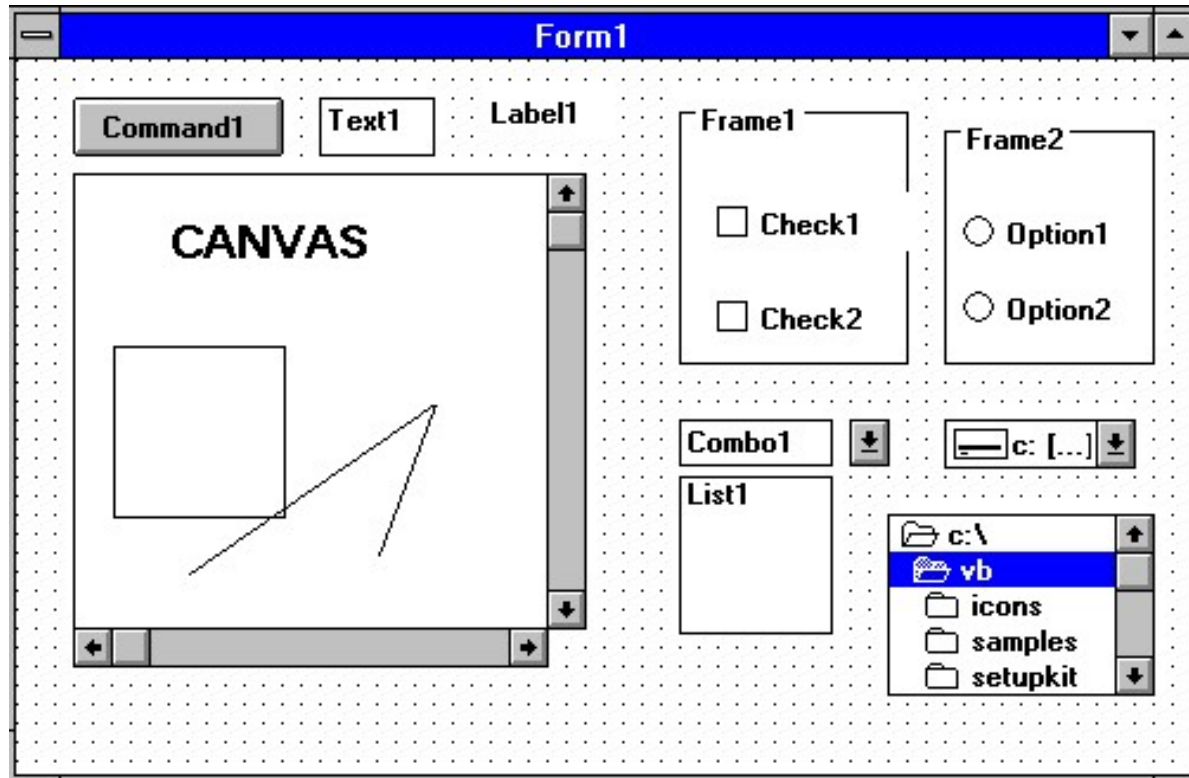


Luiz Fernando Martha

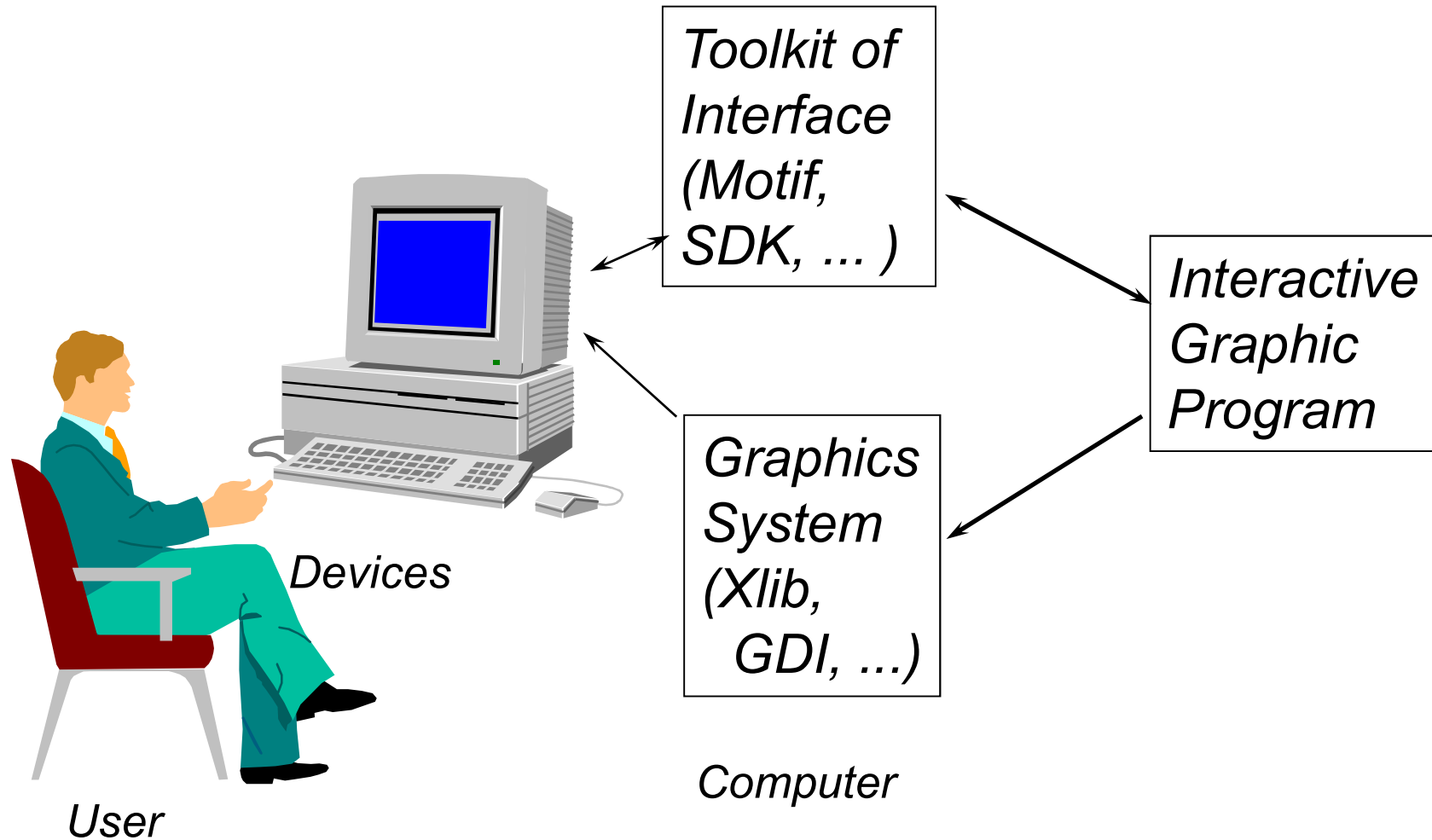
André Pereira



Objetos de interface (*widgets*) comuns

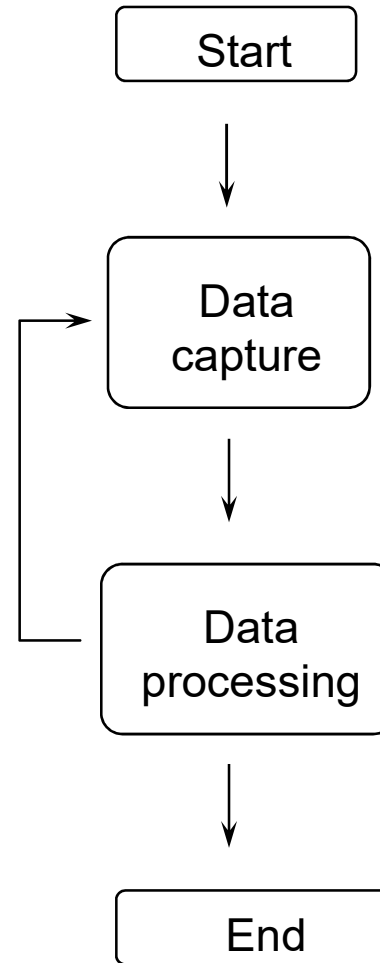


Estratégia de programação de um programa gráfico interativo



Programação Convencional

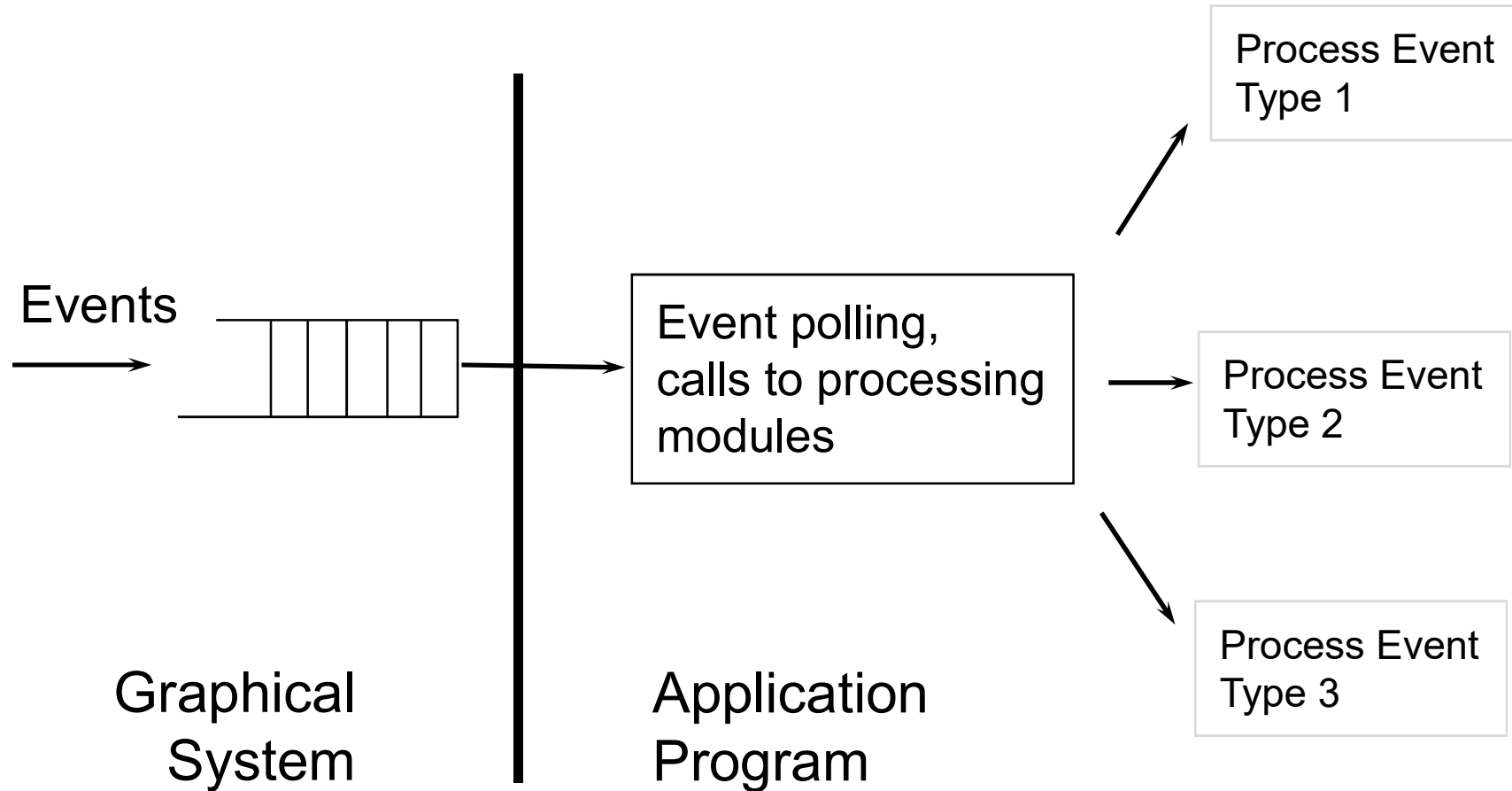
Comandos são executados de acordo com uma ordem sequencial e pré-definida.



Técnicas de Interação

- *Request*
- *Sample*
- *Event*
 - *events* [Xlib, SDK]
 - *callbacks* [Motif, IUP, Visual...]
 - *listeners* [Java/OO]
 - *signals & slots* [Qt]

Modelo de eventos



Eventos Típicos (WIMP)

KeyPress

KeyRelease

ButtonPress

ButtonRelease

Motion

LeaveNotify

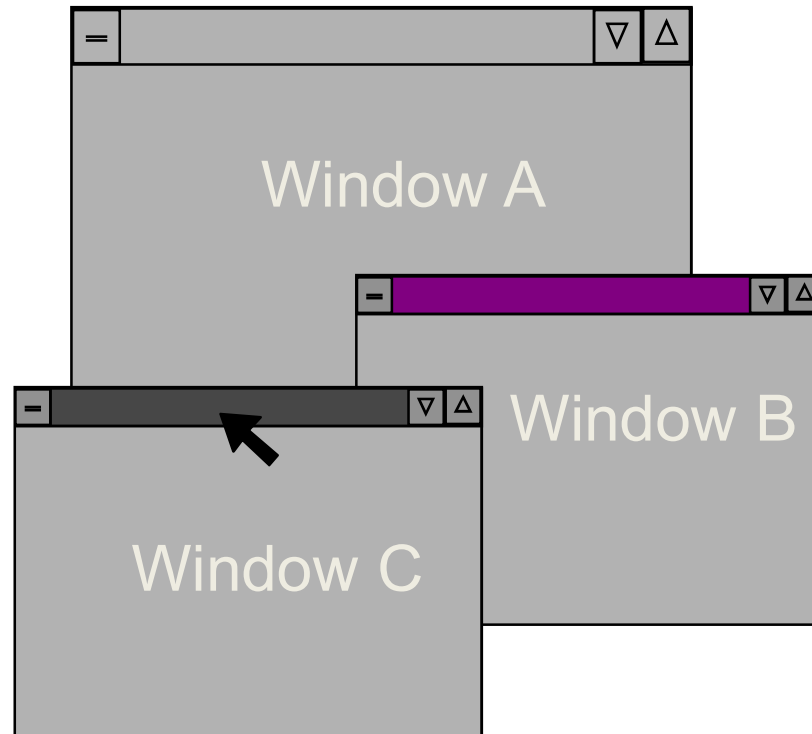
EnterNotify

WindowExposure

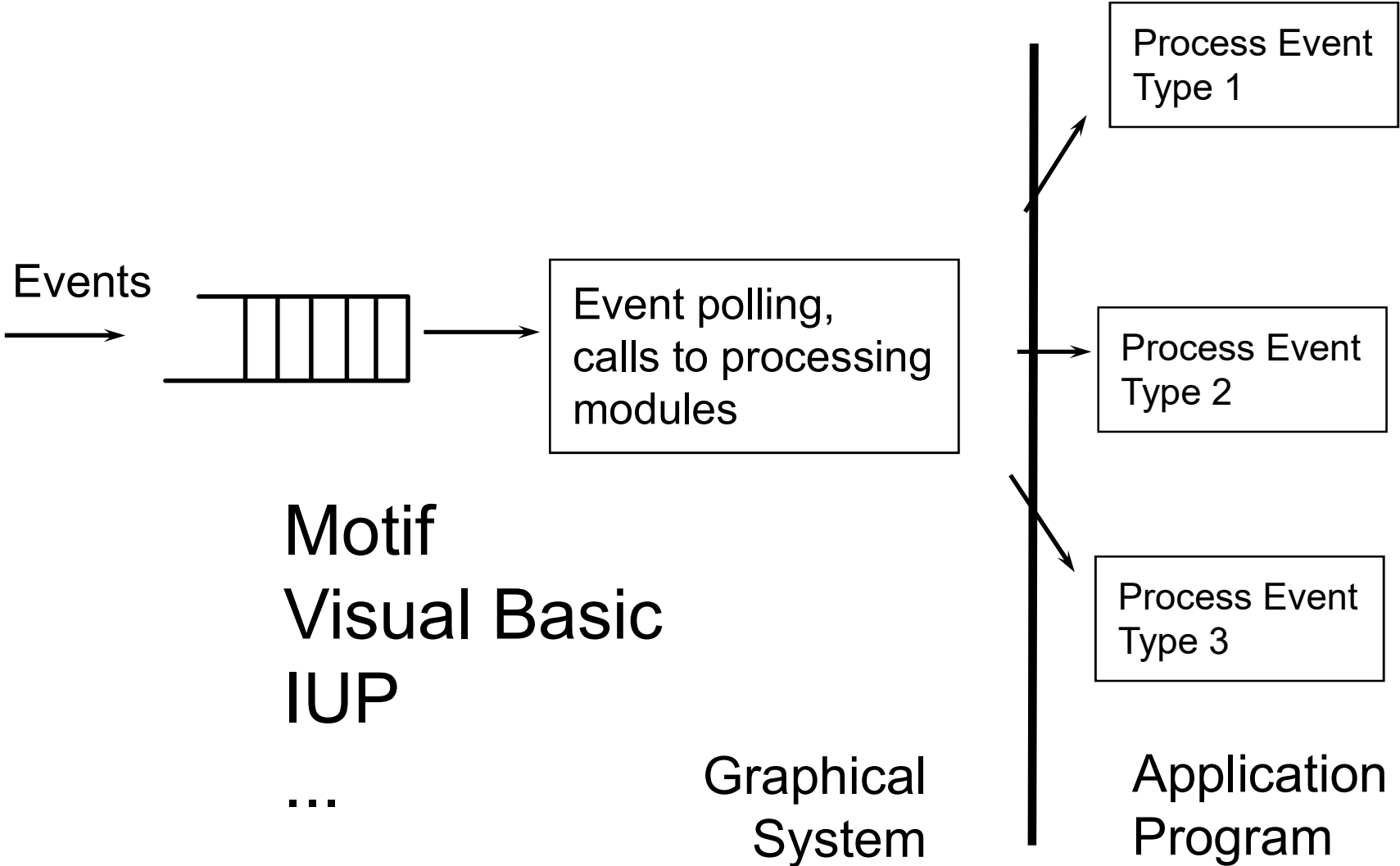
Resize

Timer

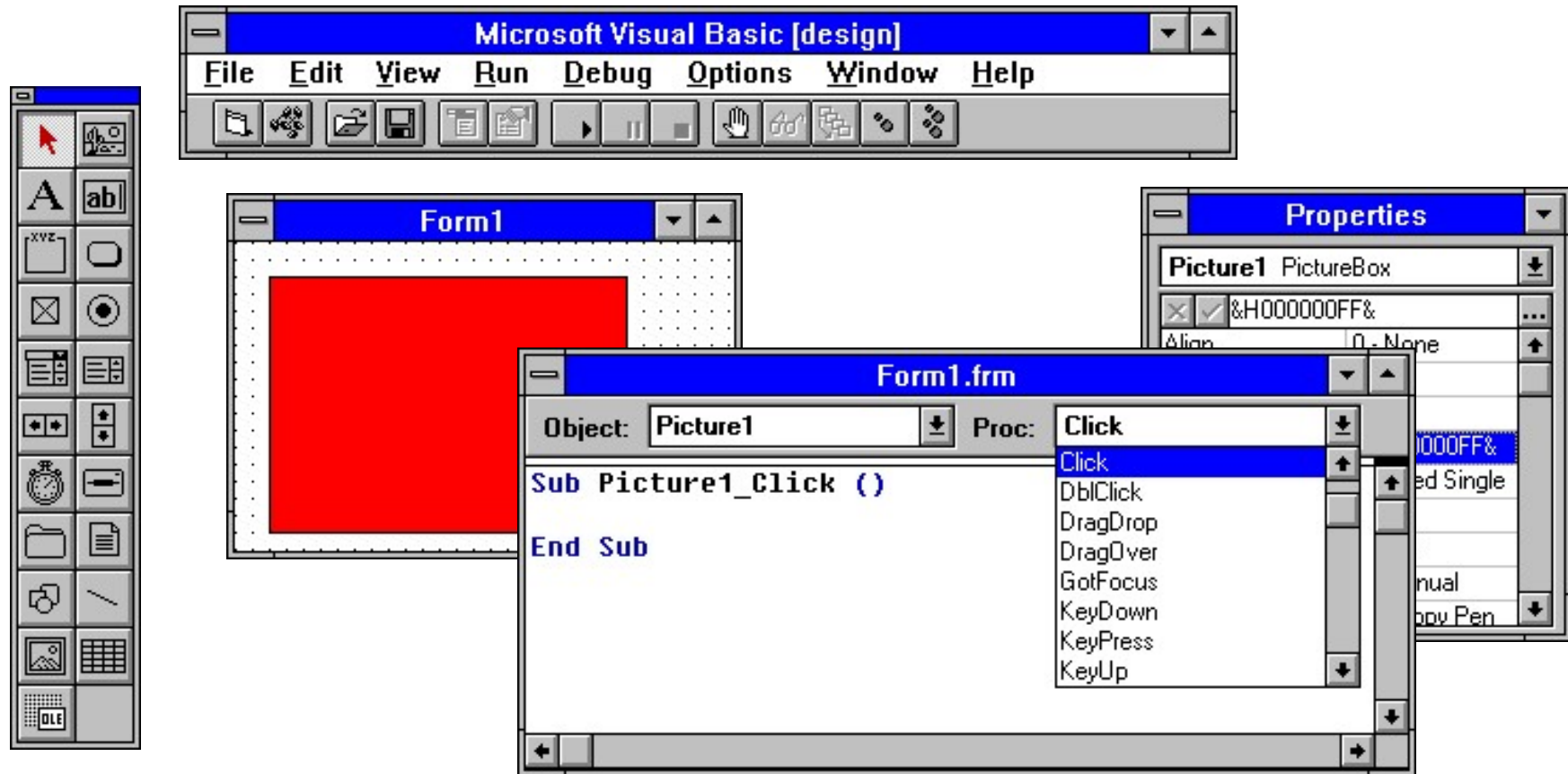
Idle



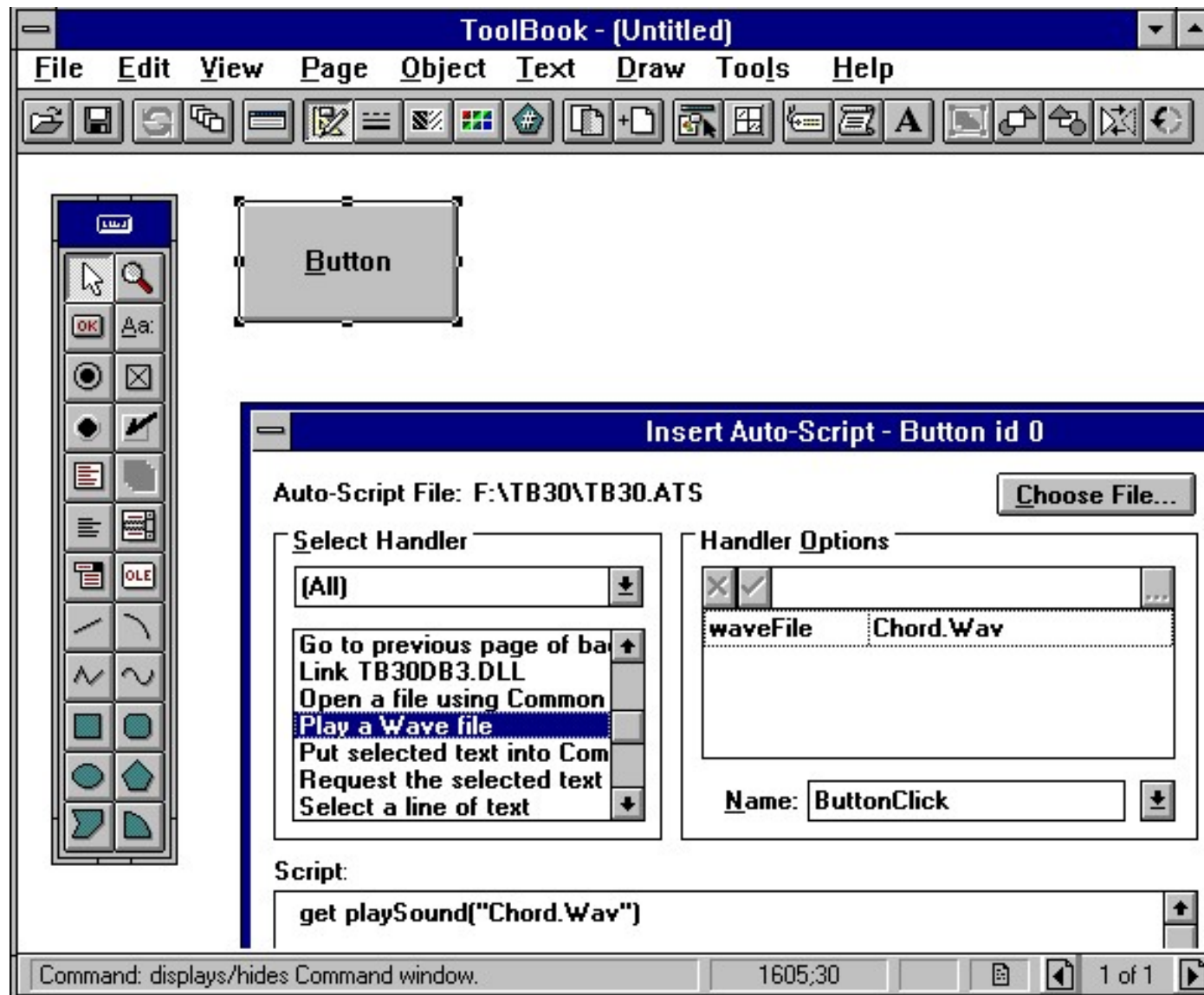
Modelo de *Callback*



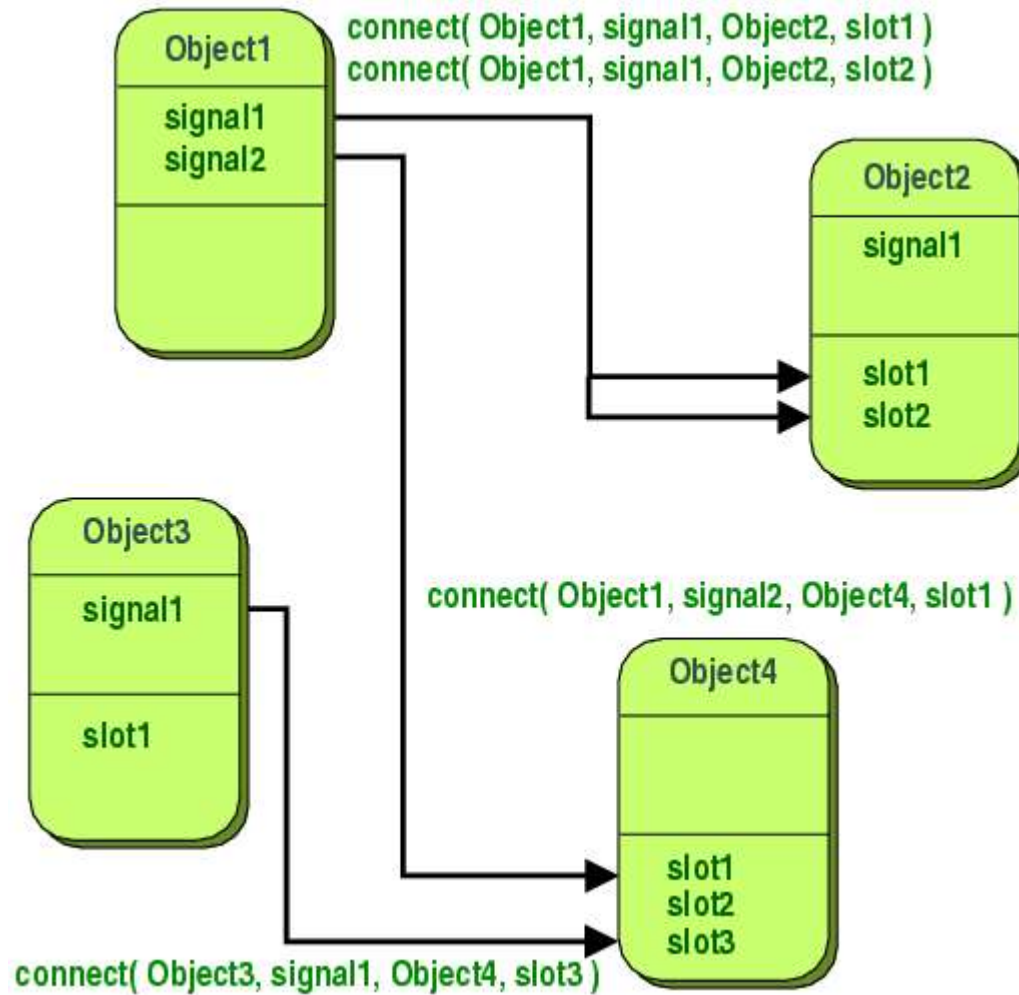
Visual Basic



ToolBook



Signals & Slots [Qt] Model



Escopo e nível de abstração

