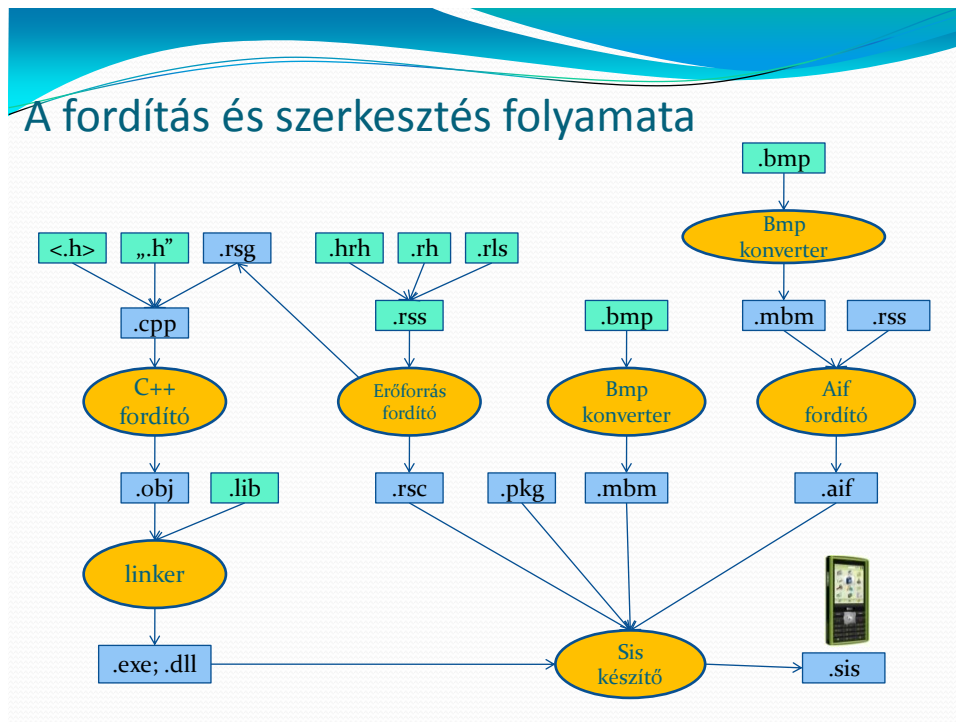


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Peekabo - a legkisebb projekt

A fordítás és szerkesztés folyamata



Peekabo.mmp

```

TARGET                Peekaboo_0xE3C01E61.exe
TARGETTYPE            exe
UID                   0x100039CE 0xE3C01E61

SOURCEPATH            ..\src
SOURCE                Peekaboo.cpp
SOURCE                PeekabooApplication.cpp
SOURCE                PeekabooAppView.cpp
SOURCE                PeekabooAppUi.cpp
SOURCE                PeekabooDocument.cpp

SOURCEPATH            ..\data

START RESOURCE        Peekaboo.rss
HEADER
TARGET Peekaboo_0xE3C01E61
TARGETPATH resource\apps
END //RESOURCE

START RESOURCE        Peekaboo_reg.rss
TARGET Peekaboo_0xE3C01E61_reg
TARGETPATH            \private\10003a3f\apps
END //RESOURCE
    
```

```
USERINCLUDE    ..\inc

SYSTEMINCLUDE  \epoc32\include

LIBRARY        euser.lib
LIBRARY        apparc.lib
LIBRARY        cone.lib
LIBRARY        eikcore.lib
LIBRARY        avkon.lib
LIBRARY        commonengine.lib
LIBRARY        efsrv.lib
LIBRARY        estor.lib
LIBRARY        aknnotify.lib

LANG SC

VENDORID      0
SECUREID      0xE3C01E61
CAPABILITY    ReadUserData

#ifdef ENABLE_ABIV2_MODE
DEBUGGABLE_UDEBONLY
#endif
```

Peekaboo.pan

```
enum TPeekabooPanics
{
    EPeekabooUi = 1
};

inline void Panic(TPeekabooPanics aReason)
{
    _LIT(applicationName, "Peekaboo");
    User::Panic(applicationName, aReason);
}
```

Peekaboo.rss

```
NAME PEEK // 4 letter ID

#include <eikon.rh>
#include <avkon.rsg>
#include <avkon.rh>
#include <appinfo.rh>
#include "Peekaboo.hrh"
#include "Peekaboo.rls"

RESOURCE RSS_SIGNATURE
{
}

RESOURCE TBUF r_default_document_name
{
    buf="PEEK";
}

RESOURCE EIK_APP_INFO
{
```

```

    menubar = r_menubar;
    cba = R_AVKON_SOFTKEYS_OPTIONS_EXIT;
}

RESOURCE MENU_BAR r_menubar
{
    titles =
    {
        MENU_TITLE { menu_pane = r_menu; }
    };
}

RESOURCE MENU_PANE r_menu
{
    items =
    {
        MENU_ITEM
        {
            command = ECommand1;
            txt = qtn_command1;
        },
        MENU_ITEM
        {
            command = EAknSoftkeyExit;
            txt = qtn_exit;
        }
    };
}

RESOURCE TBUF32 r_caption_string { buf=qtn_caption_string; }
RESOURCE TBUF r_command1_text { buf=qtn_command1_text; }

RESOURCE LOCALISABLE_APP_INFO r_localisable_app_info
{
    short_caption = qtn_caption_string;
    caption_and_icon =
    CAPTION_AND_ICON_INFO
    {
        caption = qtn_caption_string;
        number_of_icons = 1;
        icon_file = "\\resource\\apps\\Peekaboo_0xE3C01E61.mif";
    };
}

```

Peekaboo.rls

```

#define qtn_caption_string "Peekaboo"
#define qtn_command1 "Command1"
#define qtn_exit "Exit"
#define qtn_command1_text "Game of Peek a Boo!"
#define qtn_loc_resource_file_1 \\resource\\apps\\Peekaboo\_0xE3C01E61

```

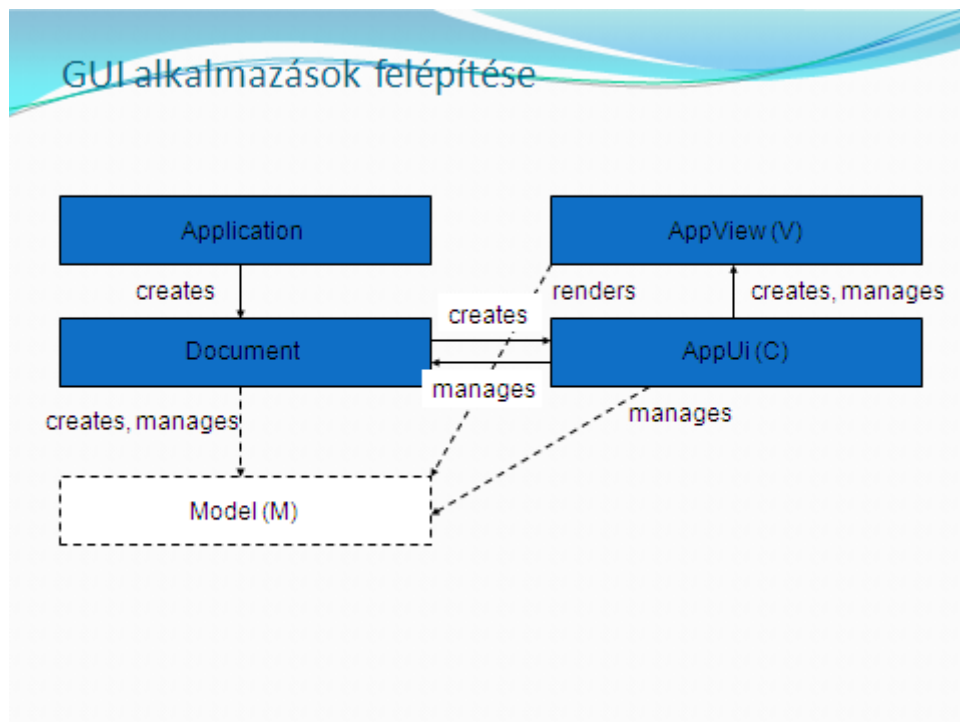
Peekaboo.hrh

```

#define _UID3 0xE3C01E61

enum TPeekabooIds
{
    ECommand1 = 0x6001 // start value must not be 0
};

```



Főprogram

Peekaboo.cpp

```

#include <eikstart.h>
#include "PeekabooApplication.h"

LOCAL_C CAppApplication* NewApplication()
{
    return new CPeekabooApplication;
}

GLDEF_C TInt E32Main()
{
    return EikStart::RunApplication(NewApplication);
}

```

Alkalmazás osztály (PeekabooApplication)

PeekabooApplication.h

```

#include <aknapp.h>
#include "Peekaboo.hrh"

const TUid KUidPeekabooApp =
{
    _UID3
};

class CPeekabooApplication : public CAknApplication
{
public:
    TUid AppDllUid() const;
}

```

```
protected:
    CApaDocument* CreateDocumentL();
};
```

PeekabooApplication.cpp

```
#include "Peekaboo.hrh"
#include "PeekabooDocument.h"
#include "PeekabooApplication.h"

CApaDocument* CPeekabooApplication::CreateDocumentL()
{
    // Create an Peekaboo document, and return a pointer to it
    return CPeekabooDocument::NewL(*this);
}

TUid CPeekabooApplication::AppDllUid() const
{
    // Return the UID for the Peekaboo application
    return KUidPeekabooApp;
}
```

Dokumentum osztály (PeekabooDocumentation)

PeekabooDocument.h

```
#include <akndoc.h>

class CPeekabooAppUi;
class CEikApplication;

class CPeekabooDocument : public CAknDocument
{
public:
    static CPeekabooDocument* NewL(CEikApplication& aApp);
    static CPeekabooDocument* NewLC(CEikApplication& aApp);
    virtual ~CPeekabooDocument();

public:
    CEikAppUi* CreateAppUiL();

private:
    void ConstructL();
    CPeekabooDocument(CEikApplication& aApp);
};
```

PeekabooDocument.cpp

```

#include "PeekabooAppUi.h"
#include "PeekabooDocument.h"

CPeekabooDocument* CPeekabooDocument::NewL(CEikApplication& aApp)
{
    CPeekabooDocument* self = NewLC(aApp);
    CleanupStack::Pop(self);
    return self;
}

CPeekabooDocument* CPeekabooDocument::NewLC(CEikApplication& aApp)
{
    CPeekabooDocument* self = new (ELeave) CPeekabooDocument(aApp);

    CleanupStack::PushL(self);
    self->ConstructL();
    return self;
}

void CPeekabooDocument::ConstructL()
{}

CPeekabooDocument::CPeekabooDocument(CEikApplication& aApp) :
    CAknDocument(aApp)
{}

CPeekabooDocument::~~CPeekabooDocument()
{}

CEikAppUi* CPeekabooDocument::CreateAppUiL()
{
    return new (ELeave) CPeekabooAppUi;
}

```

Vezérlő osztály (PeekabooAppUi)

PeekabooAppUi.h

```

#include <aknappui.h>

class CPeekabooAppView;

class CPeekabooAppUi : public CAknAppUi
{
public:
    void ConstructL();
    CPeekabooAppUi();
    virtual ~CPeekabooAppUi();

private:
    void HandleCommandL(TInt aCommand);
    void HandleStatusPaneSizeChange();

private:
    CPeekabooAppView* iAppView;
};

```

PeekabooAppUi.cpp

```
#include <avkon.hrh>
#include <aknmessagequerydialog.h>
#include <aknnotewrappers.h>
#include <stringloader.h>
#include <f32file.h>
#include <s32file.h>
#include <hlp1ch.h>

#include <Peekaboo_0xE3C01E61.rsg>

#include "Peekaboo.hrh"
#include "Peekaboo.pan"
#include "PeekabooApplication.h"
#include "PeekabooAppUi.h"
#include "PeekabooAppView.h"

_LIT( KText, "Game of Peek a Boo!");

void CPeekabooAppUi::ConstructL()
{
    BaseConstructL(CAknAppUi::EAknEnableSkin);
    iAppView = CPeekabooAppView::NewL(ClientRect());
    AddToStackL(iAppView);
}

CPeekabooAppUi::CPeekabooAppUi()
{}

CPeekabooAppUi::~CPeekabooAppUi()
{
    if (iAppView)
    {
        iEikonEnv->RemoveFromStack(iAppView);
        delete iAppView;
        iAppView = NULL;
    }
}

void CPeekabooAppUi::HandleCommandL(TInt aCommand)
{
    switch (aCommand)
    {
        case EEikCmdExit:
        case EAknSoftkeyExit:
            Exit();
            break;

        case ECommand1:
            {
                HBufC* textResource = StringLoader::LoadLC(R_COMMAND1_TEXT);
                CAknInformationNote* informationNote;
                informationNote = new (ELeave) CAknInformationNote;
                informationNote->ExecuteLD(*textResource);
                CleanupStack::PopAndDestroy(textResource);
            }
            break;
    }
}
```



```

        default:
            Panic(EPeekabooUi);
            break;
    }
}
void CPeekabooAppUi::HandleStatusPaneSizeChange ()
{
    iAppView->SetRect(ClientRect());
}

```

Nézet osztály (PeekabooAppView)

PeekabooAppView.h

```

#include <coectrl.h>

class CPeekabooAppView : public CCoeControl
{
public:
    static CPeekabooAppView* NewL(const TRect& aRect);
    static CPeekabooAppView* NewLC(const TRect& aRect);

    virtual ~CPeekabooAppView();

public:
    void Draw(const TRect& aRect) const;
    virtual void SizeChanged();
    virtual void HandlePointerEventL(const TPointerEvent& aPointerEvent);

private:
    void ConstructL(const TRect& aRect);
    CPeekabooAppView();

};

```

PeekabooAppView.cpp

```

#include <coemain.h>
#include "PeekabooAppView.h"

CPeekabooAppView* CPeekabooAppView::NewL(const TRect& aRect)
{
    CPeekabooAppView* self = CPeekabooAppView::NewLC(aRect);
    CleanupStack::Pop(self);
    return self;
}

CPeekabooAppView* CPeekabooAppView::NewLC(const TRect& aRect)
{
    CPeekabooAppView* self = new (ELeave) CPeekabooAppView;
    CleanupStack::PushL(self);
    self->ConstructL(aRect);
    return self;
}

```

```

void CPeekabooAppView::ConstructL(const TRect& aRect)
{
    CreateWindowL();
    SetRect(aRect);
    ActivateL();
}

CPeekabooAppView::CPeekabooAppView()
{}

CPeekabooAppView::~CPeekabooAppView()
{}

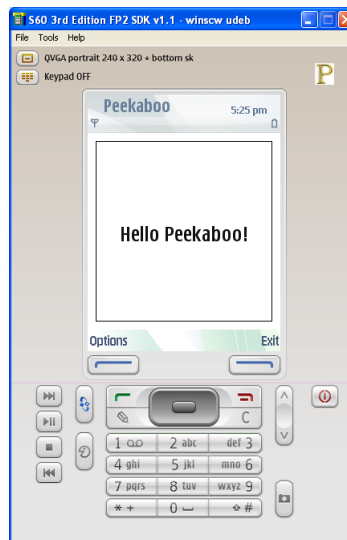
void CPeekabooAppView::Draw(const TRect& /*aRect*/) const
{
    CWindowGc& gc = SystemGc();
    TRect drawRect(Rect());
    gc.Clear(drawRect);
}

void CPeekabooAppView::SizeChanged()
{
    DrawNow();
}

void CPeekabooAppView::HandlePointerEventL(const TPointerEvent& aPointerEvent)
{
    CCoeControl::HandlePointerEventL(aPointerEvent);
}

```

Szöveg megjelenítése egyszerű vezérlőn



PeekabooAppView.h

private:

HBufC *iHelloMessage;

PeekabooAppview.cpp

```
#include <gdi.h>
#include <EIKENV.H>
```

Ne feledje betenni a projektleíró fájl könyvtárai közé a gdi.lib könyvtárat!

```
_LIT(KHelloMessage, "Hello Peekaboo!");

void CPeekabooAppView::ConstructL(const TRect& aRect)
{
    CreateWindowL();
    SetRect(aRect);
    ActivateL();

    iHelloMessage=HBufC::NewL(30);
    *iHelloMessage=KHelloMessage;
}

CPeekabooAppView::~CPeekabooAppView()
{
    delete iHelloMessage;
}

void CPeekabooAppView::Draw(const TRect& /*aRect*/ const
{
    CWindowGc& gc = SystemGc();
    TRect drawRect(Rect());
    gc.Clear(drawRect);
    drawRect.Shrink(10,10);
    gc.DrawRect(drawRect);
    const CFont* fontUsed = CEikonEnv::Static()->TitleFont();
    gc.UseFont(fontUsed);
    TInt baselineOffset = (drawRect.Height() + fontUsed->HeightInPixels())/2;
    gc.DrawText(*iHelloMessage,drawRect,
                baselineOffset,CGraphicsContext::ECenter,0);
    gc.DiscardFont();
}
```