

Tutorial - Overview

This section is a simple tutorial that demonstrates how to add the components of an event-driven application one after the other. The tutorial describes how to develop a small sample application consisting of one dialog. The application you will create is a degressive depreciation calculator.

You can use this calculator, for example, to find out the value of your car by entering how much the car was worth when you bought it, how many years you have owned it, and the percentage by which the value of the car decreases each year.

You can save your application at any stage, allowing you to interrupt the tutorial and continue at a later time where you left.

To develop the sample application

1. Create a new dialog (represented by a window).
2. Assign the attributes to your dialog (decide the window's settings).
3. Create the dialog elements in the dialog (decide how the user can interact).
4. Assign the attributes to your dialog elements (decide attribute settings).
5. Create the application's local data area (define the variables that allow the event handler to use the end user's numeric input).
6. Attach event handler code to the dialog element (decide what happens at runtime when the user interacts).
7. Check, stow and run the application.

Apart from creating the local data area, this is the minimal number of steps required to create any event-driven application.

[Back to Introduction to Event-Driven Programming.](#)