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Computer Programming

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IIT Bombay

Session: Advanced Graphics Events
Guest Lecturer: Dr. Abhiram Ranade

Quick recap

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Last session: The `getClick` function for waiting for clicks.

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This session: How to wait for other kinds of events.

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This session: How to wait for other kinds of events.

Reference: Chapter 20 of "An introduction to programming through C++", McGraw Hill Education, 2014.

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If there are many windows on the screen, then you must first click on the canvas so that subsequent events will be detected by your program.

Event Objects

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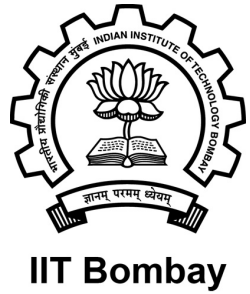

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You do not need to know the exact definition of `XEvent`. Some functions etc. are provided which enable you to get the required information.

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After this execution continues.

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How to get more detailed information: next.

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- `e1.xmotion.x` : Equals the x-coordinate of where dragging happened, in case `e1` was a mouse drag event.

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Key press events may not be detected properly if "caps lock" or "Num lock" modes are on. Remove these first.

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Information about the event that happened (if any) can be obtained using the functions and members described earlier.

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- If the escape key is pressed, the program ends.

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- The drawing program developed above can be extended to recognize what is drawn: Is the user writing something? Is the user drawing a circle?
- The possibilities for doing interesting projects are endless..