

GRAFISKE BRUKERGRENSESNITT

INF100
VÅR 2025

Torstein Strømme



EVENT_APP



```
from uib_inf100_graphics.event_app import run_app

def app_started(app):
    app.count = 42

def key_pressed(app, event):
    app.count += 1

def redraw_all(app, canvas):
    cx = app.width / 2
    cy = app.height / 2
    canvas.create_text(cx, cy, text=f'{app.count}', font='Arial 60')

run_app(width=500, height=200)
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← *for å starte programmet*



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kalles når programmet starter

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*tenk på **app** som en samling med variabler*



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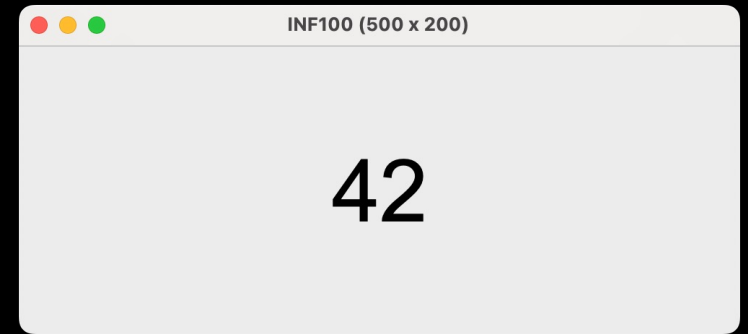
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oppretter en ny variabel «count»



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kalles (av uib_inf100_graphics) når lerretet skal tegnes



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tegning gjøres akkurat som før





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variabler for width og height finnes i app fra før



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variabel vi nettopp opprettet i app_started



`app.count`



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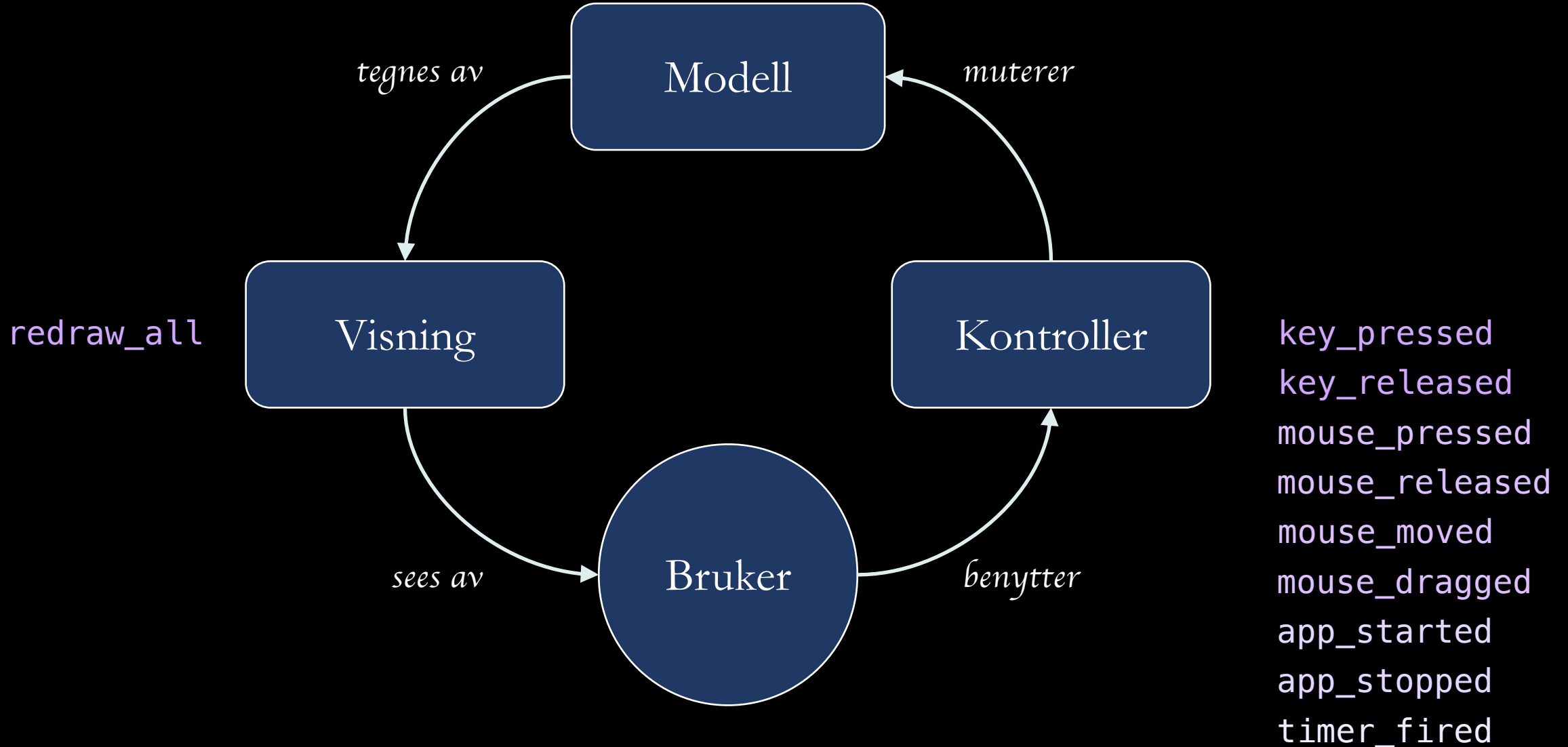
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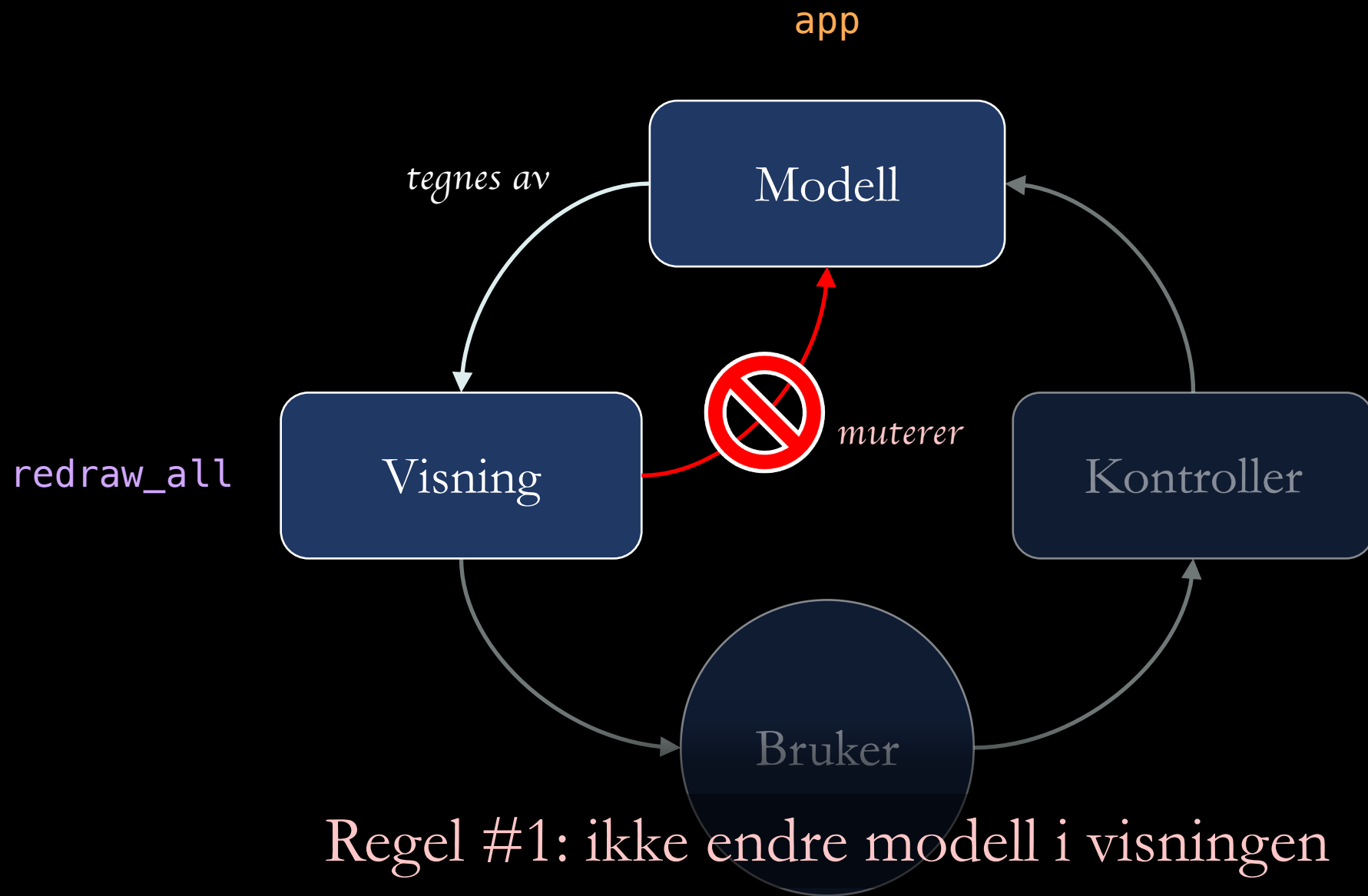
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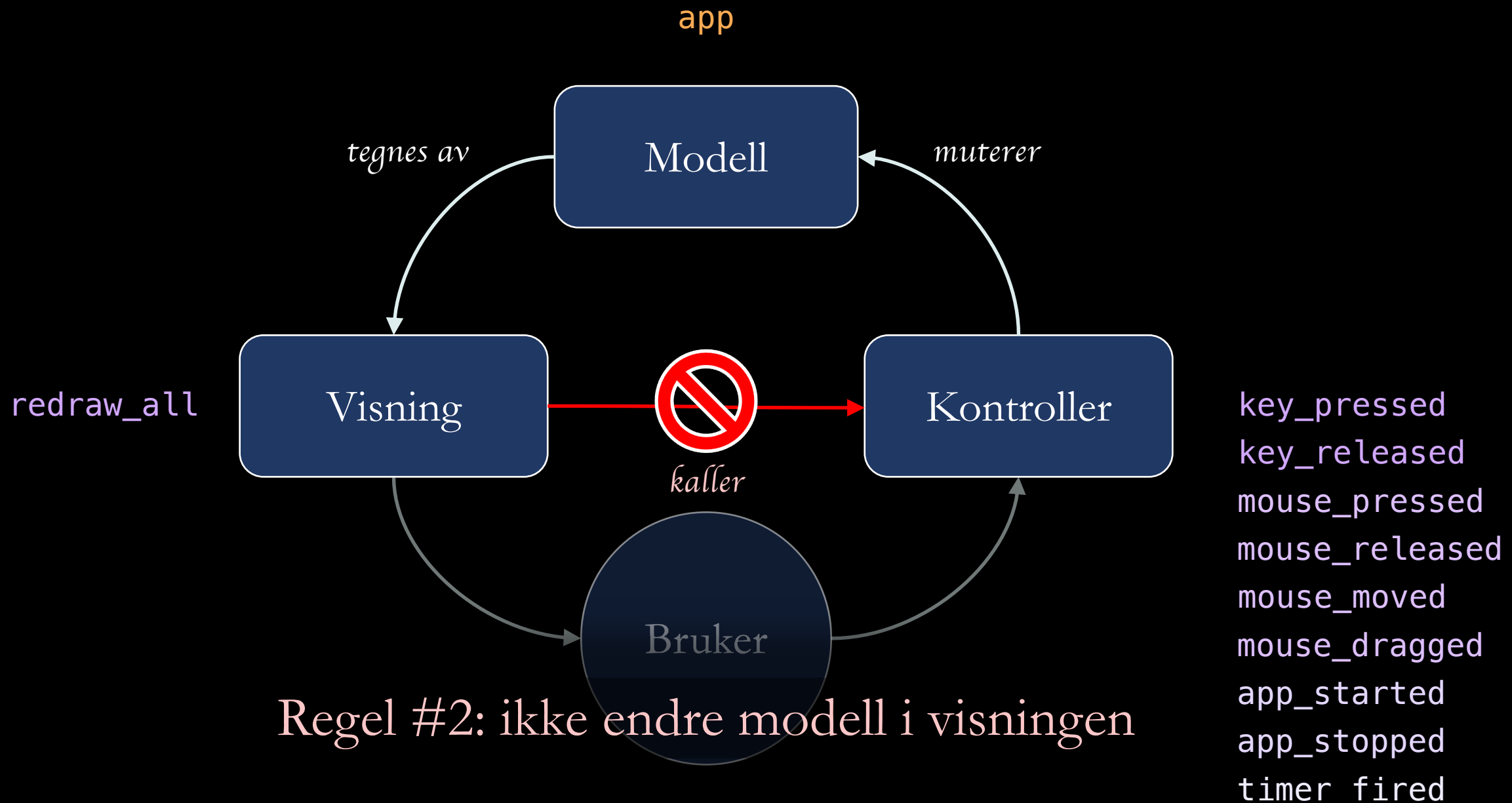
kalles hver gang en tast trykkes

app





Regel #1: ikke endre modell i visningen



Regel #2: ikke endre modell i visningen

SAMLE GRISER

