

03/03/04

1) Gremlin generates a seq of random # Input events, and the user can choose logging options for the result and seq of events stored before. Simulator has a browser for ~~the~~ database.

2) a) sysAppLaunch Cmd Add Record
b) " " Normal Launch
c) " " Find

The function will be called is PilotMain

3

- Compile Source Code

> m68k-palmos-gcc -c file.c -o file.o

> m68k-palmos-gcc -o file *.o

- Mak resources

> m68k-palos-obj-yes file

- make resources file (.rcp), into palm form
and program resources,

> pitrc file.rcp

> build-prc *.bin

4.

① Start POSE, install .prc

② Start GDB using

> m68k-palmos-gdb file

↳ (gdb) target pilot localhost: 2000

③ Launch APP

④ > break App name

← set break point

others: • continue, step, list, print, next

⑥ ALERT ID 2001
INFORMATION
BEGIN

TITLE "OUCH"

MESSAGE "Don't tap me so hard, ^1"

BUTTONS ~~OK~~ "Okay"

END

⑤

ErrNonFatalDisplayIf (bob > 20, "bob is too big");

⑥

<?XML version="1.0" encoding="utf-8" standalone="yes" ?>

<PALMOS_RESOURCE_FILE >

<ALERT_RESOURCE RESOURCE_ID="1000">

<ALERT_TYPE> INFORMATION_ALERT </ALERT_TYPE>

<HELP_ID> 0 </HELP_ID>

<DEFAULT_BUTTON> 0 </DEFAULT_BUTTON>

<TITLE> "OUCH" </TITLE>

<MESSAGE> "Don't ~~sample~~ tap me so hard"

<BUTTONS > </MESSAGE>

<TEXT> "OK" </TEXT>

</BUTTONS>

</ALERT_RESOURCE>

Practise Midterm Discussion

SIAN LIU

CS185C

3/3/04

```
8) MENU ID MyMenuBar
    BEGIN
        PULLDOWN "Options"
        BEGIN
            MENUITEM "Help" ID 1000 "H"
            MENUITEM "Exit" ID 1001 "E"
        END
        PULLDOWN "About"
        BEGIN
            MENUITEM "Company Info" ID 1002 "C"
            MENUITEM "Jobs" ID 1003 "J"
        END
    END
END
```

```
7) FORM ID MyForm AT ( 0 0 160 160 )
    MODAL
    BEGIN
        TITLE "MyTitle"
        LABEL "This is my first label" AT ( 0 0 AUTO AUTO )
        LABEL "This is my second label" AT ( 0 0 AUTO AUTO )
    END
```

⑨ Say you have a variable `tappedButton`

Code:

```
tappedButton = FrmAlert (MyAlert ID)
switch (FrmAlert (MyAlert (MyAlert ID))
{
    case 0: //do something
        break;
    case 1: //do something
        break;
    default:
        //error
}
```

3

10) initialize the form w/ FrmInitForm

- set form's control w/ FrmSetControlValue

- display form w/ FrmDoDialog

- retrieve the value of the dialog box's controls
using FrmGetControlValue

- remove the form from memory w/ FrmDeleteForm

UIn+16 ctlIndex, buttonHit;

FormType *form;

Bboolean archive;

form = FrmInitForm (DeleteBookDialog);

ctlIndex = FrmGetObjectIndex (form, DeleteBookSaveBackup);

FrmSetControlValue (form, ctlIndex, gSaveBackup);

buttonHit = FrmDoDialog (form);

archive = FrmGetControlValue (form, c+1/Index);

FrmDeleteForm (form);

if (buttonHit == DeleteBookCancel)
return false;

gSaveBackup = archive;

return true;

}