

# Event-Driven Programming Techniques

This part covers the following topics:

- Introduction
- How To Open and Close Dialogs
- How To Edit a Dialog's Enhanced Source Code
- How Dialogs, Controls and Items Are Related Hierarchically
- How To Define Dialog Elements
- How To Manipulate Dialog Elements
- How To Create and Delete Dialog Elements Dynamically
- How To Enable and Disable Dialog Elements
- Defining and Using Context Menus
- Using the Clipboard and Drag and Drop
- System Variables
- Generated Variables
- Message Files and Variables as Sources of Attribute Values
- Triggering User-Defined Events
- Suppressing Events
- Menu Structures, Toolbars and the MDI
- Executing Standardized Procedures
- Linking Dialog Elements to Natural Variables
- Validating Input in a Dialog Element
- Storing and Retrieving Client Data for a Dialog Element
- Creating Dialog Elements on a Canvas Control
- Label Editing in Tree View and List View Controls
- Working with ActiveX Controls
- Working with Arrays of Dialog Elements
- Working with Control Boxes
- Working with Date and Time Picker (DTP) Controls
- Working with Dialog Bar Controls
- Working with Error Events
- Working with a Group of Radio-Button Controls
- Working with Image List Controls
- Working with List Box Controls and Selection Box Controls

- Working with List View Controls
- Working with Nested Controls
- Working with a Dynamic Information Line
- Working with Spin Controls
- Working with a Status Bar
- Working with Status Bar Controls
- Working with Tab Controls
- Working with Tree View Controls
- Working with Dynamic Information Line and Status Bar
- Adding a Maximize/Minimize/System Button
- Defining Color
- Adding Text in a Certain Font
- Adding Online Help
- Defining Mnemonic and Accelerator Keys
- Dynamic Data Exchange - DDE
- Object Linking and Embedding - OLE