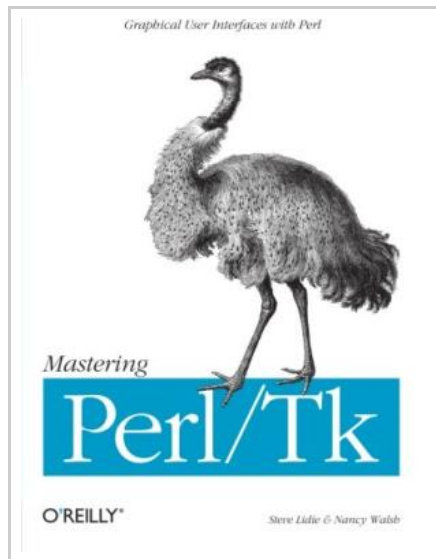




Mastering Perl/Tk: Graphical User Interfaces in Perl

By Lidie, Stephen; Walsh, Nancy

O'Reilly Media, 2002. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service! Summary: Preface 1. Hello, Perl/Tk Perl/Tk Concepts Some Perl/Tk History Getting Started with Perl/Tk Hello World Example Unsolicited Advice Debugging and Prototyping Perl/Tk Programs 2. Geometry Management The pack Geometry Manager The grid Geometry Manager The place Geometry Manager The form Geometry Manager Geometry Management Summary 3. Fonts Experimenting with Fonts Dissecting a Font Using Fonts Using Fonts Dynamically Font Manipulation Methods 4. Button, Checkbutton, and Radiobutton Widgets Creating Button Widgets Standard Options for Each Button Type Table of Options for Button-Type Widgets Displaying Text on Buttons Displaying an Image or Bitmap Checkbutton and Radiobutton Indicator Status On and Off Values for a Checkbutton Radiobutton Values The -command Option Disabling a Button Text Manipulation Altering the Button's Style Changing the Size of a Button Adding a Keyboard Mapping Color Options Indicator Colors Hiding the Indicator Focus Options Altering the Highlight Rectangle Configuring a Button Flashing the Button Invoking the Button Turning a Checkbutton/Radiobutton On and Off 5. Label and Entry Widgets The Label Widget The Entry Widget The Perl/Tk LabEntry Mega-Widget 6. The Scrollbar Widget Defining Scrollbar Parts The Scrolled Method The Scrollbar Widget...



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