

## Topics

For this course the following variants are available:

- ILOG Views Controls
- ILOG Views 2D Graphics
- ILOG Views Bundle, which combines the ground modules of both the Views Controls and Views 2D Graphics training.

### *ILOG Views Controls*

#### *General Overview - Controls*

#### *Building the GUI with ILOG Studio*

The GUI builder  
Generating classes

#### *Programming with C++*

Foundation  
Internationalization  
Dialogs  
Item Holder  
Resources  
Behavior

### *ILOG Views 2D Graphics*

#### *General Overview – 2D Graphics*

#### *Programming with Managers*

Overview  
Basic types and geometric classes  
Managers  
Layers  
Graphic objects  
Resources  
Views  
Transformations  
Behaviors

#### *Advanced Features*

Creating a new graphic object  
Extending a view behavior  
Animation  
Manager observers  
Connection pins  
Printing  
Undo / Redo  
More on graphic objects  
Container

### *Conclusion and open forum*

Discussion and participants' questions

## Objectives

- Be able to develop complete, portable GUIs using the full potential of ILOG Views gadgets
- Gain a strong knowledge of the library features to be able to develop sophisticated VGUI (Very Graphical User Interface) projects
- Learn how to extend the library using graphic objects and behavior

## Prerequisites

- Mandatory: programming experience in C++

## Length

- 5 days
  - 9:00 am – 5:00 pm
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