Einbau wxMenu

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Kurs-Version-1.py - /home/nutzer/Dokumente/LI/OO/2023-LI-OO/Projekte/07/Kurs-Version-2023/Kurs-Version-1.py (3.6.15)

File Edit Format Run Options Window Help

```
# Kurs-Version-1.py    , basiert auf # 0_leeres_Fenster.py

import wx
#----------------------
class MyFrame(wx.Frame):
    def __init__(
            self, parent, ID, title, pos=wx.DefaultPosition,
            size=wx.DefaultSize, style=wx.DEFAULT_FRAME_STYLE
            ):

        wx.Frame.__init__(self, parent, ID, title, pos, size, style)
        panel = wx.Panel(self, -1)

        button = wx.Button(panel, 1003, "Close Me")
        button.SetPosition((15, 15))
        self.Bind(wx.EVT_BUTTON, self.OnCloseMe, button)
        self.Bind(wx.EVT_CLOSE, self.OnCloseWindow)


    def OnCloseMe(self, event):
        self.Close(True)

    def OnCloseWindow(self, event):
        self.Destroy()


#----------------------
if __name__=='__main__':
    app=wx.App()
    fenster=MyFrame(None, -1, "Fenster")
    app.SetTopWindow(fenster)
    fenster.Show(True)
    app.MainLoop()
```

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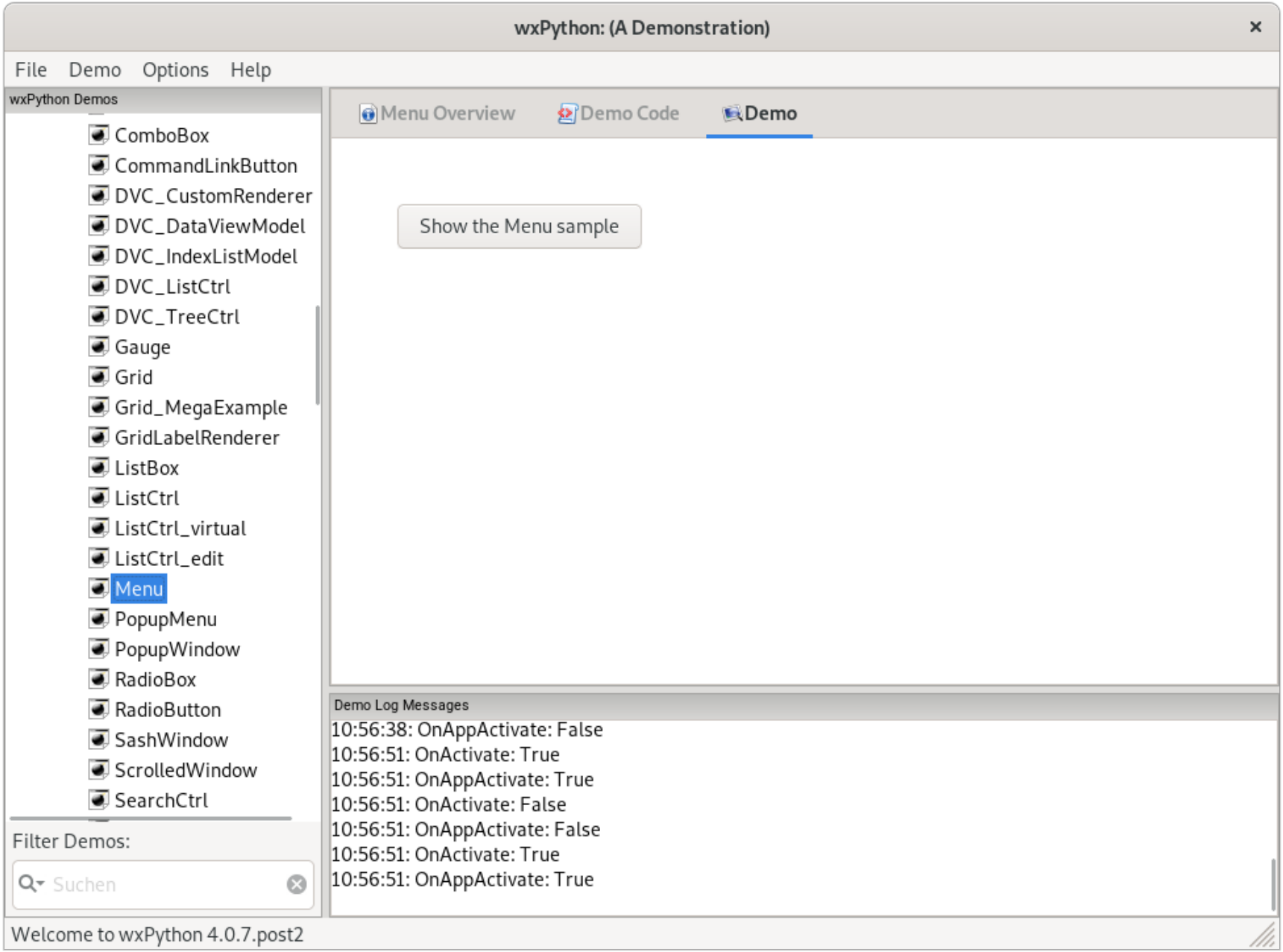

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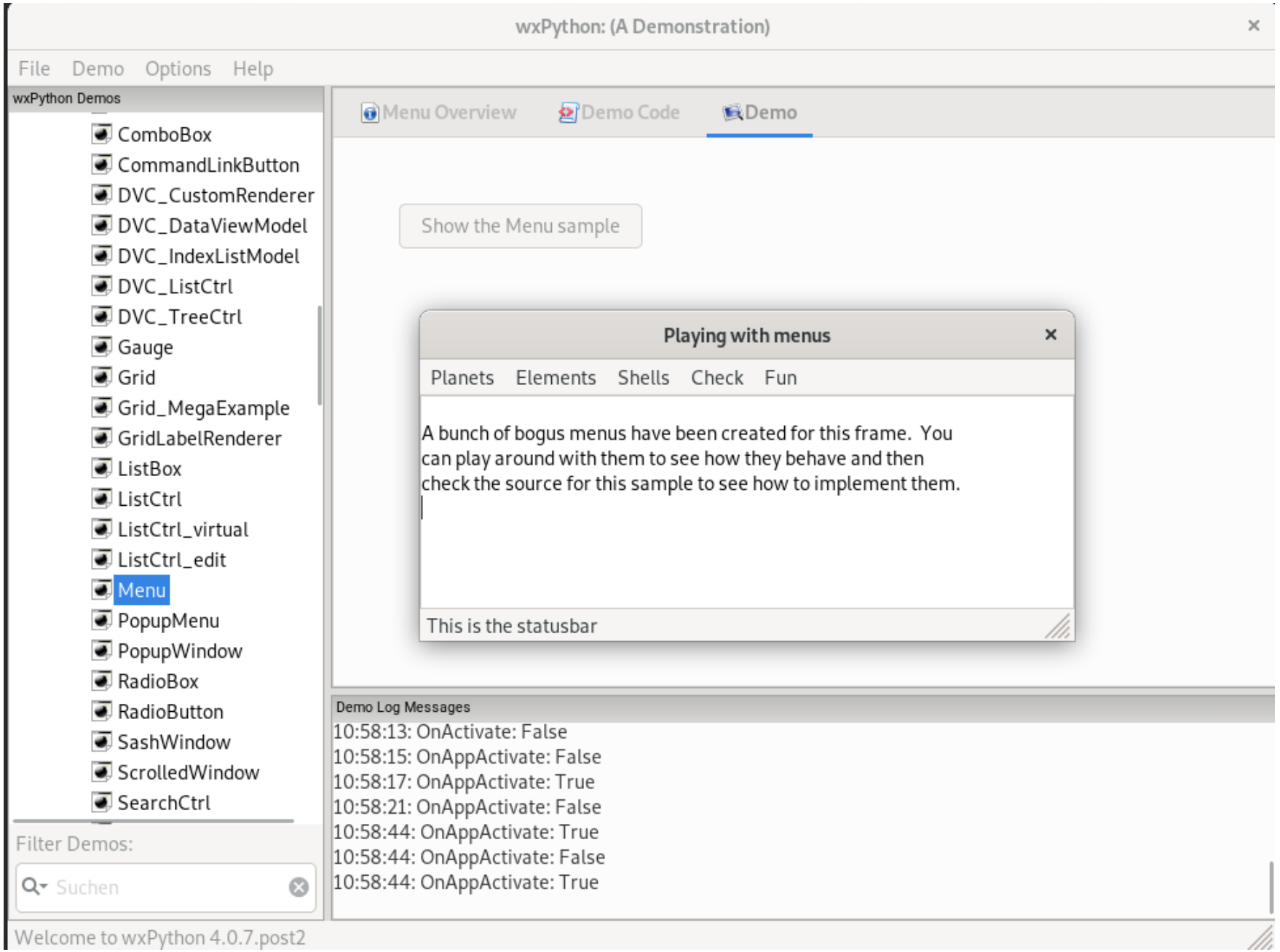

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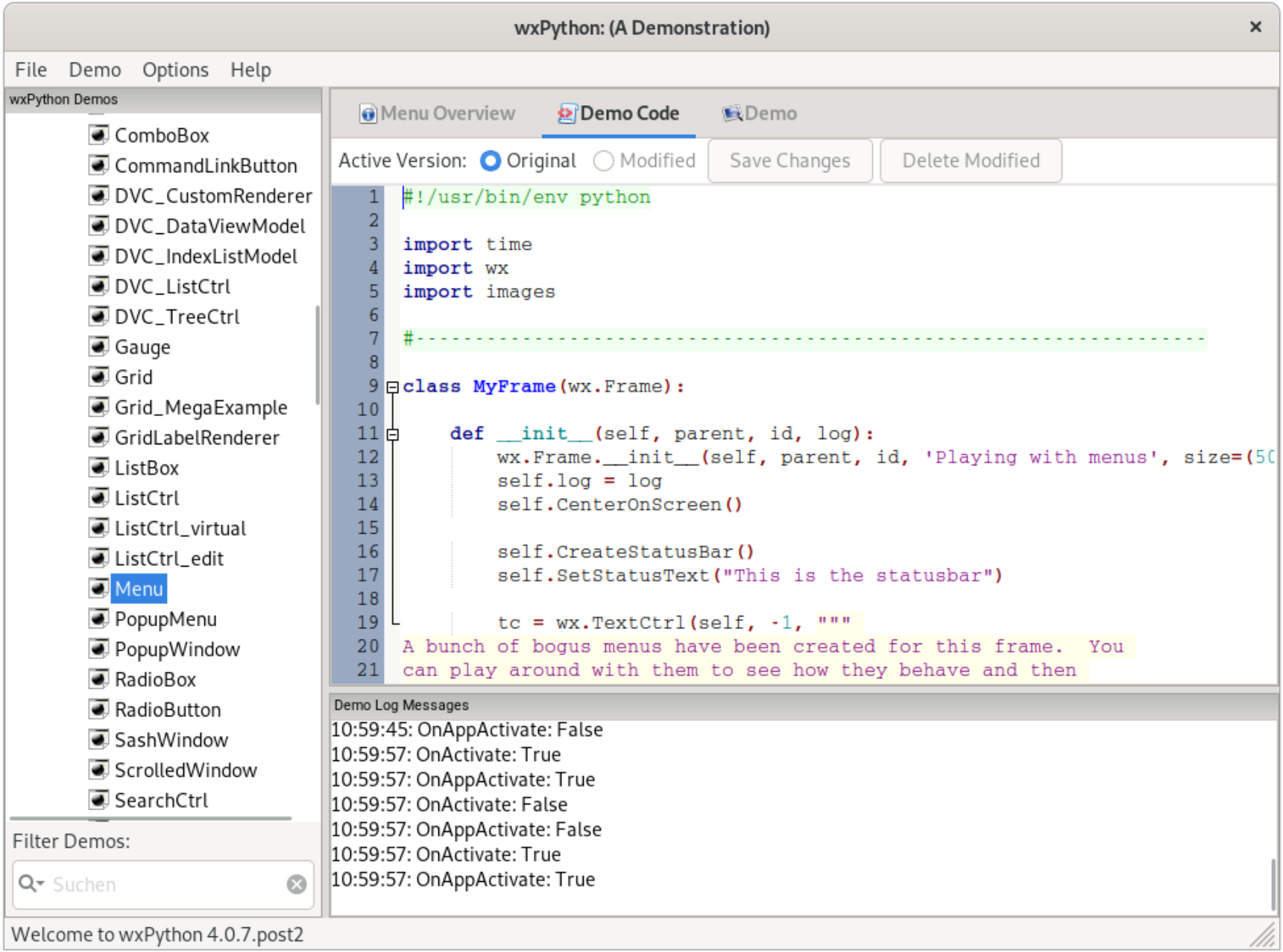

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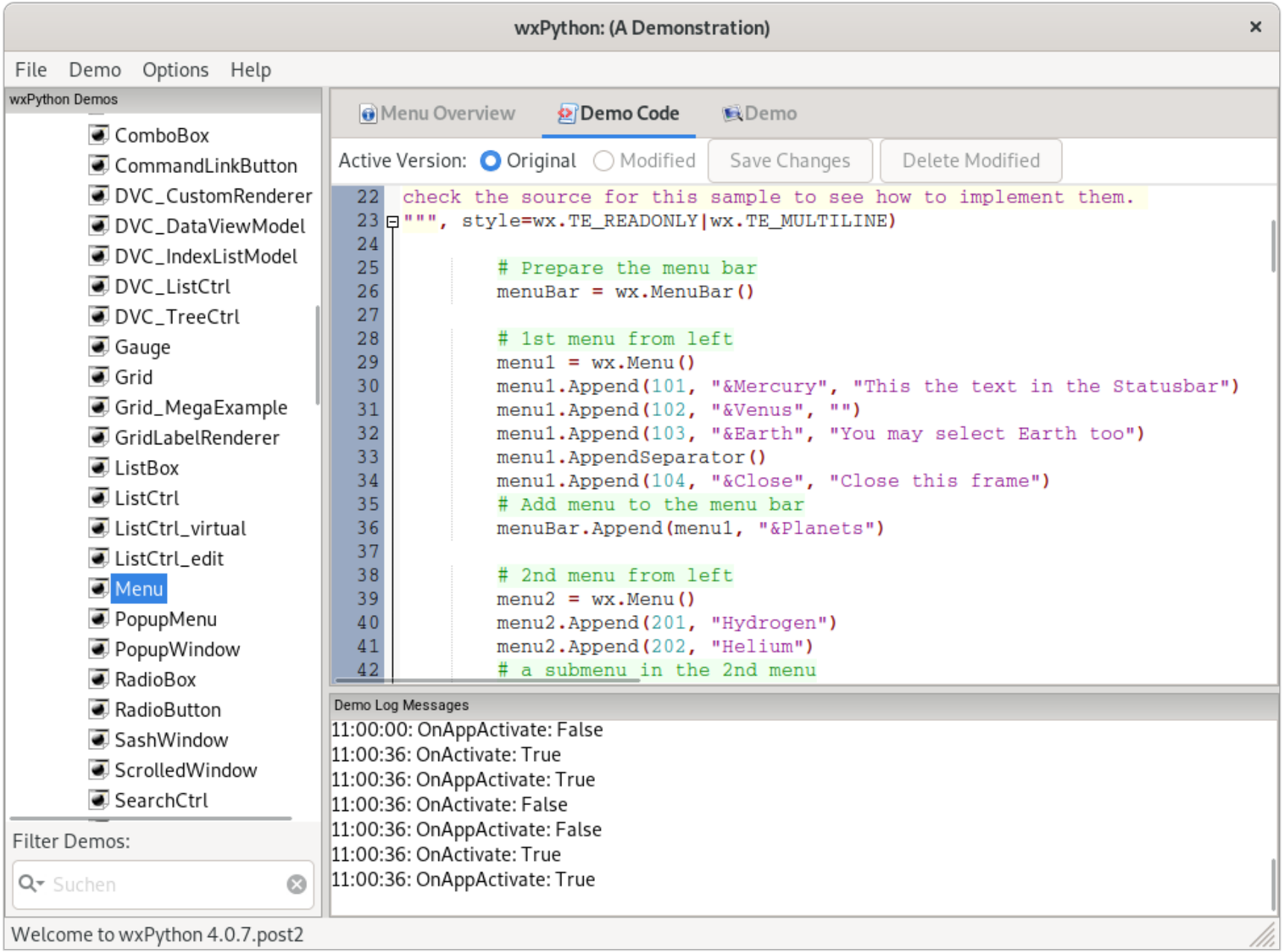

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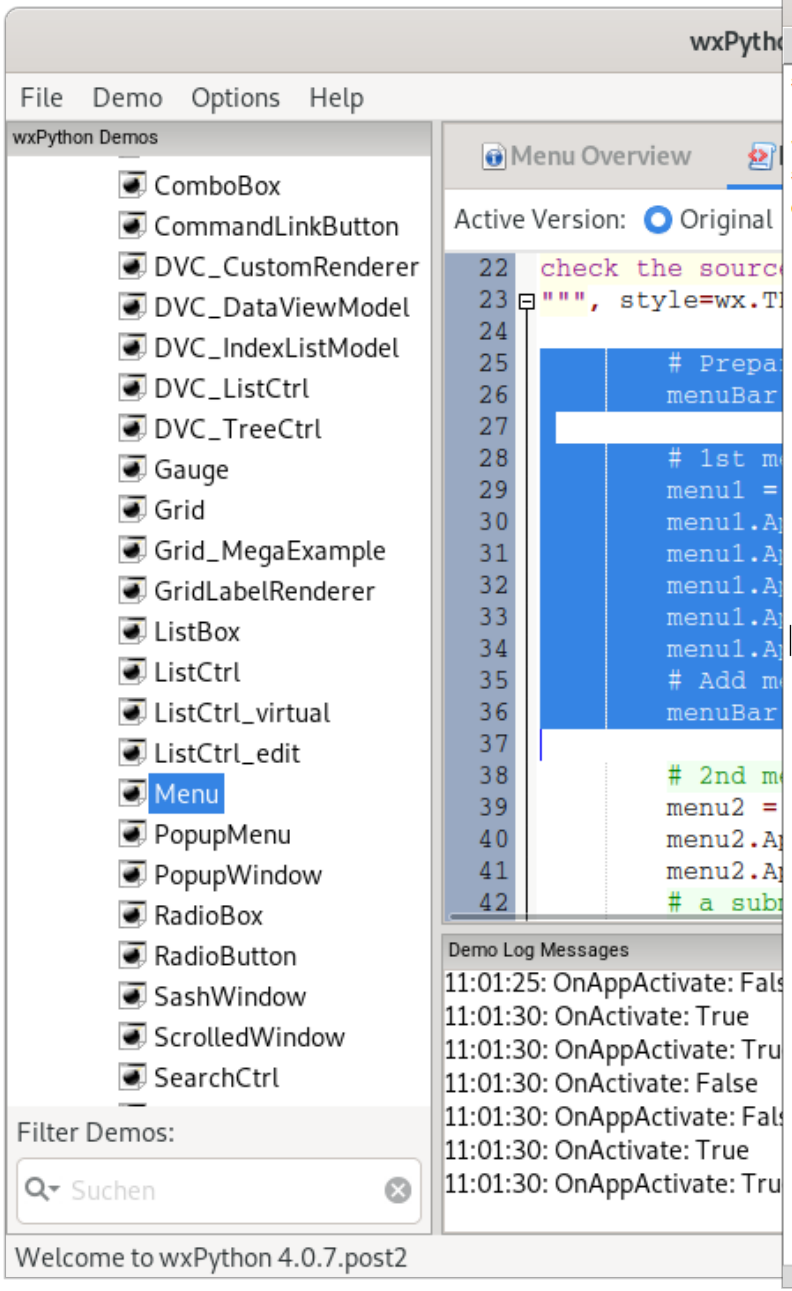

Kurs-Version-2.py - /home/nutzer/Dokumente/LI/OO/2023-LI-OO/Projekte/07/Kurs-Version-2023/Kurs-Version-2.py (3.6.15)

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```
# Kurs-Version-2.py    , basiert auf # 0_leeres_Fenster.py

import wx
#----------------------
class MyFrame(wx.Frame):
    def __init__(
            self, parent, ID, title, pos=wx.DefaultPosition,
            size=wx.DefaultSize, style=wx.DEFAULT_FRAME_STYLE
            ):

        wx.Frame.__init__(self, parent, ID, title, pos, size, style)
        panel = wx.Panel(self, -1)

        button = wx.Button(panel, 1003, "Close Me")
        button.SetPosition((15, 15))
        self.Bind(wx.EVT_BUTTON, self.OnCloseMe, button)
        self.Bind(wx.EVT_CLOSE, self.OnCloseWindow)

        # Prepare the menu bar
        menuBar = wx.MenuBar()

        # 1st menu from left
        menu1 = wx.Menu()
        menu1.Append(101, "&Mercury", "This the text in the Statusbar")
        menu1.Append(102, "&Venus", "")
        menu1.Append(103, "&Earth", "You may select Earth too")
        menu1.AppendSeparator()
        menu1.Append(104, "&Close", "Close this frame")
        # Add menu to the menu bar
        menuBar.Append(menu1, "&Planets")


    def OnCloseMe(self, event):
        self.Close(True)

    def OnCloseWindow(self, event):
        self.Destroy()
```

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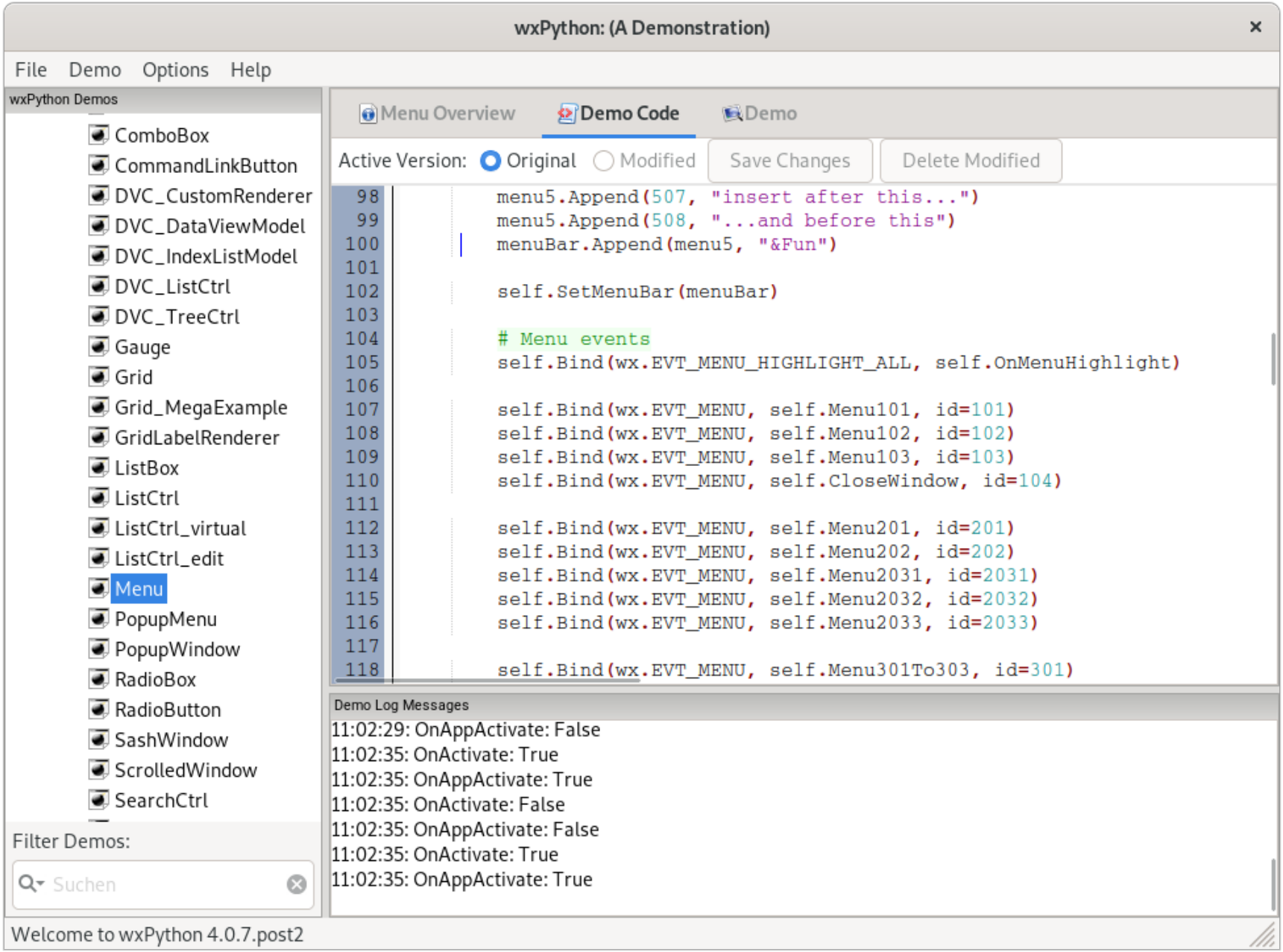

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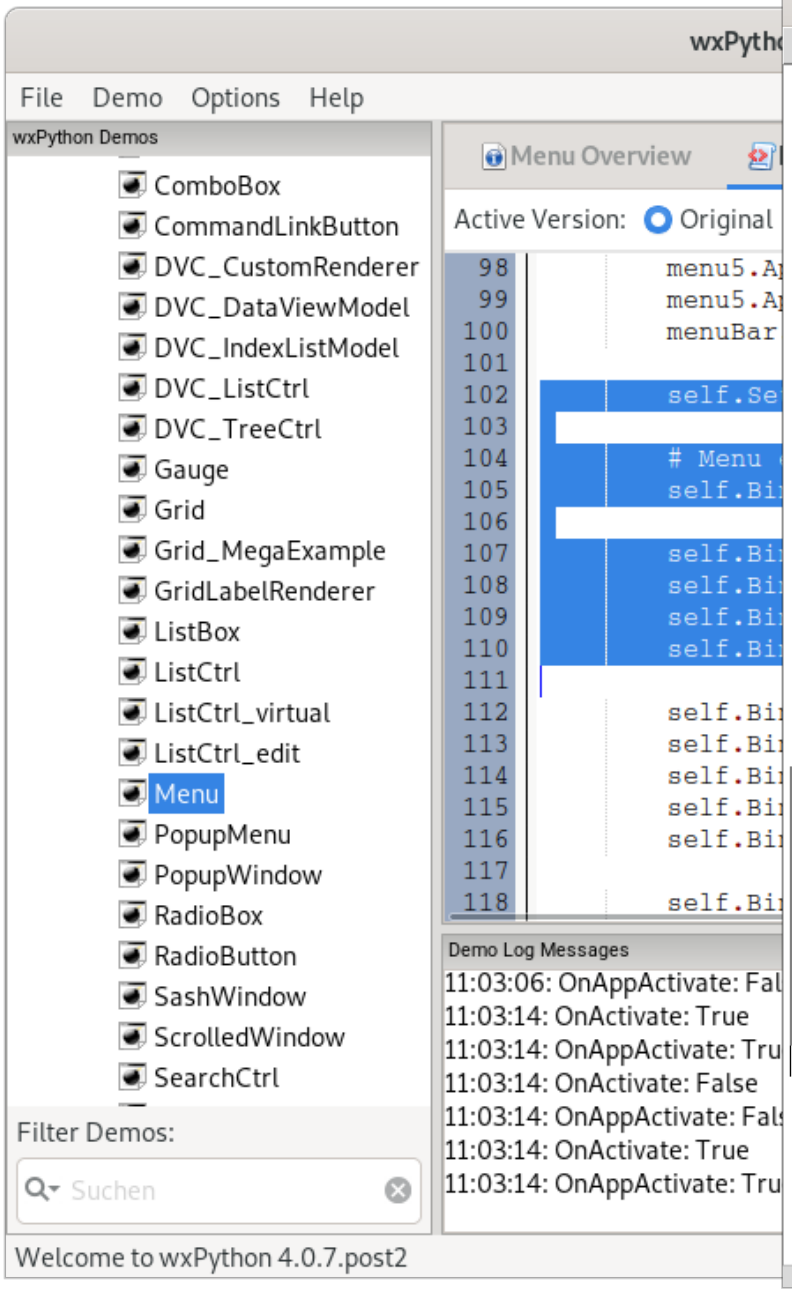

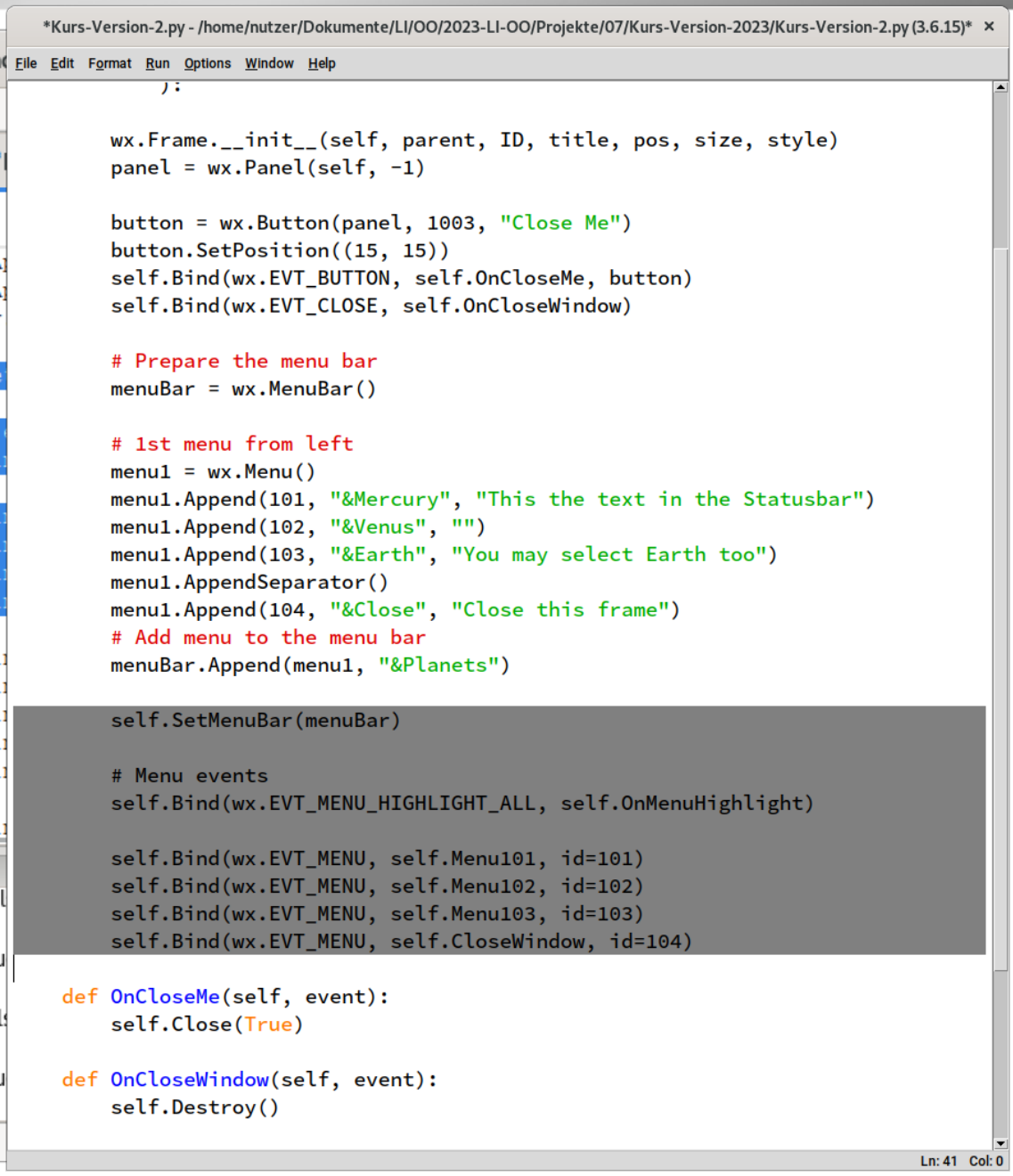

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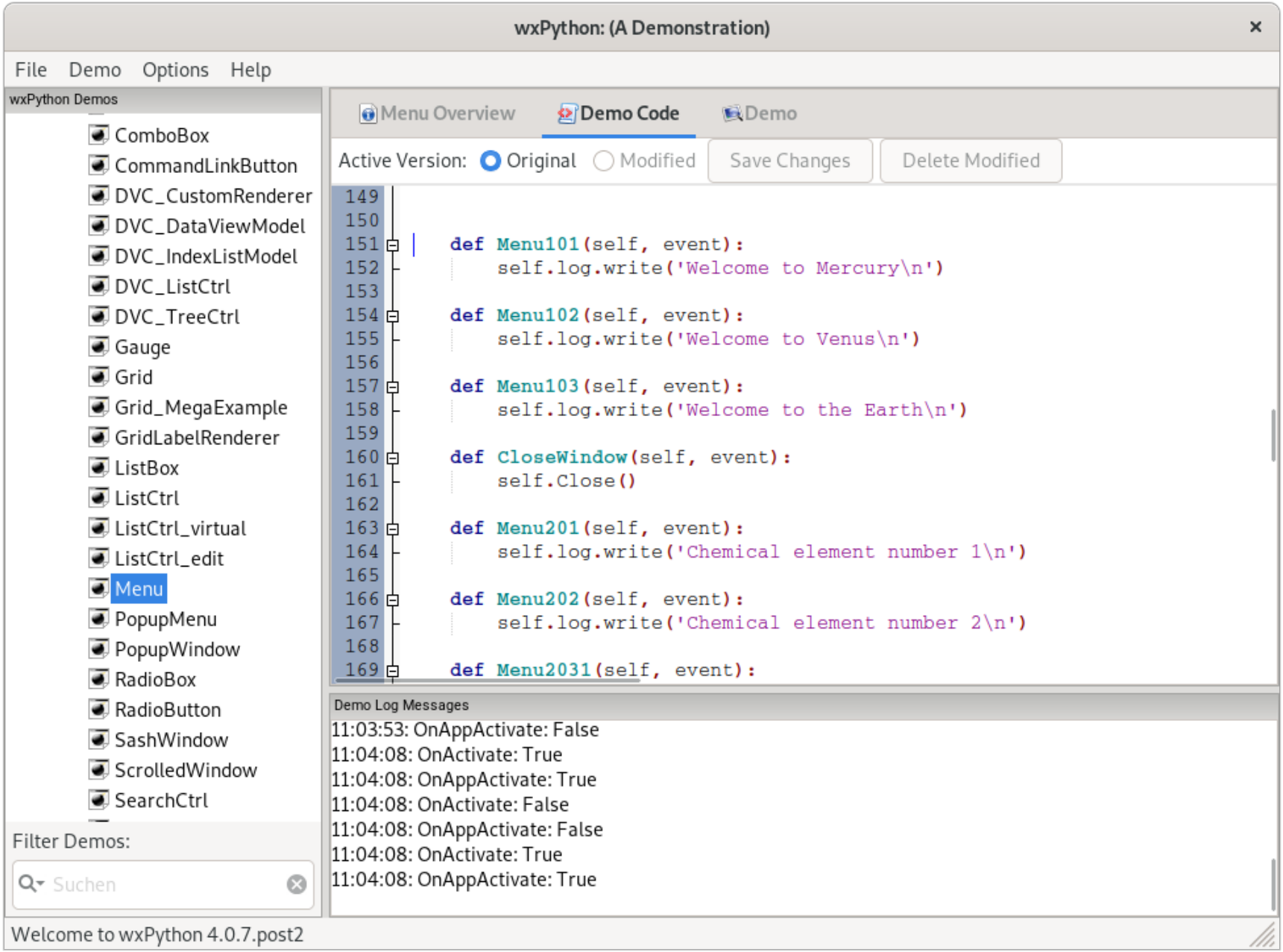

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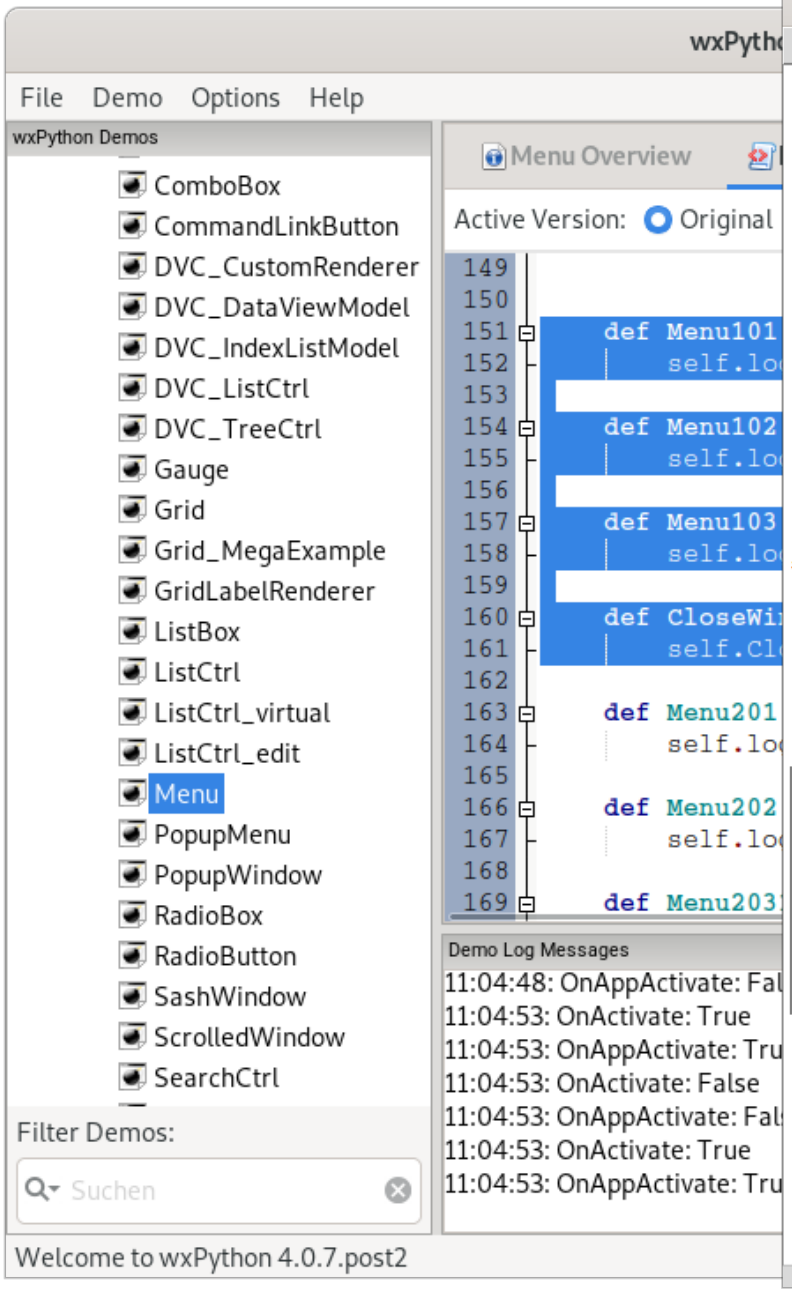

Kurs-Version-2.py - /home/nutzer/Dokumente/LI/OO/2023-LI-OO/Projekte/07/Kurs-Version-2023/Kurs-Version-2.py (3.6.15)

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```
        # Prepare the menu bar
        menuBar = wx.MenuBar()

        # 1st menu from left
        menu1 = wx.Menu()
        menu1.Append(101, "&Mercury", "This the text in the Statusbar")
        menu1.Append(102, "&Venus", "")
        menu1.Append(103, "&Earth", "You may select Earth too")
        menu1.AppendSeparator()
        menu1.Append(104, "&Close", "Close this frame")
        # Add menu to the menu bar
        menuBar.Append(menu1, "&Planets")

        self.SetMenuBar(menuBar)

        # Menu events
##        self.Bind(wx.EVT_MENU_HIGHLIGHT_ALL, self.OnMenuHighlight)

        self.Bind(wx.EVT_MENU, self.Menu101, id=101)
        self.Bind(wx.EVT_MENU, self.Menu102, id=102)
        self.Bind(wx.EVT_MENU, self.Menu103, id=103)
        self.Bind(wx.EVT_MENU, self.CloseWindow, id=104)

    def Menu101(self, event):
        self.log.write('Welcome to Mercury\n')

    def Menu102(self, event):
        self.log.write('Welcome to Venus\n')

    def Menu103(self, event):
        self.log.write('Welcome to the Earth\n')

    def CloseWindow(self, event):
        self.Close()

    def OnCloseMe(self, event):
        self.Close(True)

    def OnCloseWindow(self, event):
```

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