

## Chapter 2 Code Structure

### Sequence of Events:

1. Global variable creates instance of Frame (invisibly)
2. Creation of myApp calls OnInit in myApp
3. OnInit instantiates StartFrame
4. myApp waits for events, like pushing "Start" button

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5. StartFrame displays menu, start button, ... & attaches global function "button\_proc()" to start button
6. When you click start, button\_proc() calls global function OnStart()
7. Frame::Clear() makes window visible (via Frame::CreateIfNeeded()) & clears canvas in BasicFrame

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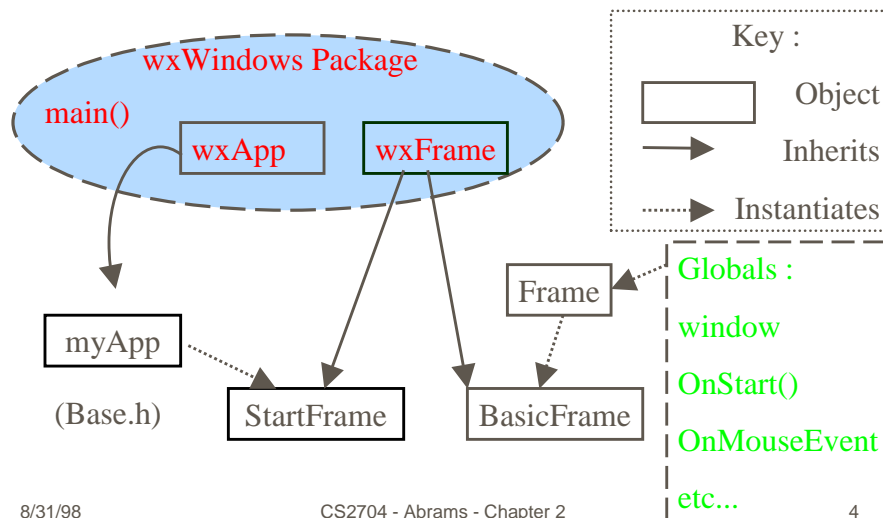
8. wxApp now listens for events....

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