

\*\*\* hello.C \*\*\*

```
HelloView
HierarchyBrowser
Icon
IdDictionary
IdSet
ImageButton
HelloDocument
~HelloDocument
Window *DoMakeWindows
DoRead
void DoWrite
MetaImpl(HelloDocument, (TP(view), TP(text)));


HelloDocument::HelloDocument() : Document("HELLO")
{
    static int family= 1;

    family= (family+1) % 10; // cycle through first 10 font families
    text= new TextItem("hello world",
                      new_Font(GrFont(family), 24, GrFace(eFaceBold|eFaceShadow)));
    text->setOrigin(Point(50));
}

HelloDocument::~HelloDocument()
{
```

Class: HelloDocument

implementation

superclass

spawn

inspect some instance

show in hierarchy

show inheritance path

previous class

hide classes with no instances