

## **SetValues**

### **SetValues(IntObject, StringObject)**

Sets the values displayed in the window.

Input:

IntObject - an integer (or similar numeric object) representing the number to display

StringObject - a string (or error object) to display in the window

Example

```
SetValue{123, "This is a sample piece of text"};
```

## GetValue

**a:=GetValues;**

Returns an array containing the integer and string displayed in the window.

Output:

{IntObject, StringObject}

IntObject      The number displayed as an integer

StringObject    The text displayed as a string

