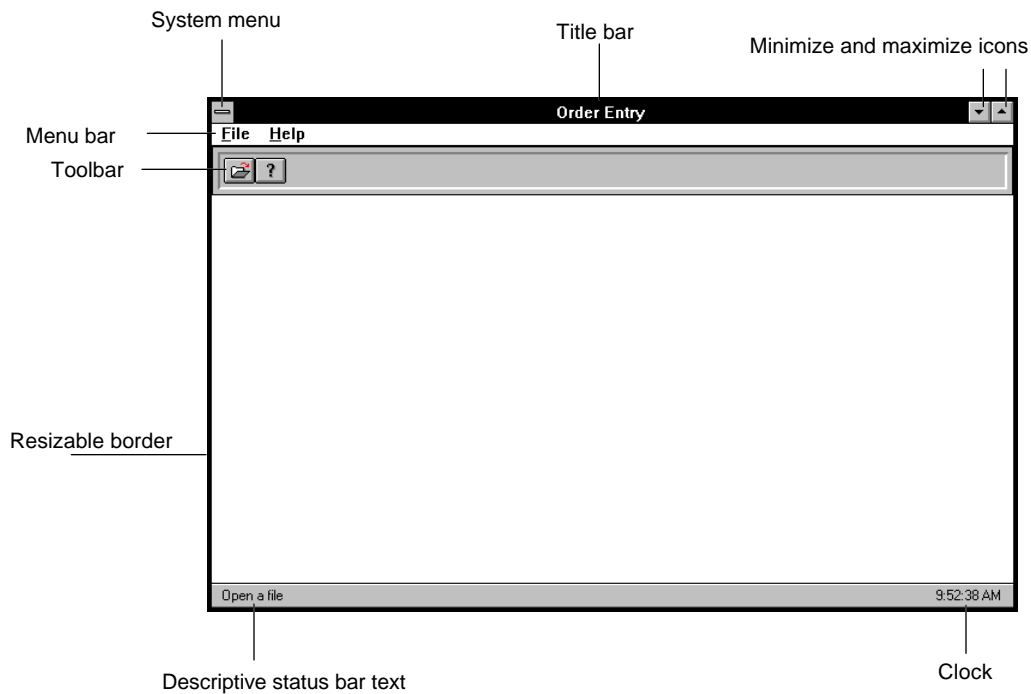## A Closer Look at the Standard Program

Now that you have examined the source code and have a general understanding of the structure of the Standard Program, we will build the application and run it again, this time taking a closer look at its features.

1. Click the Build toolbar button to compile the application.

2. After the build is complete, click the Execute button.
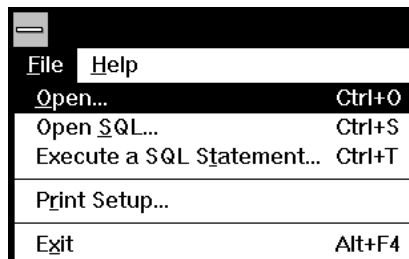
The Empty Shell Window

After a few seconds, CA-Visual Objects opens a new application window titled "Order Entry". (This bit of customization is due to the change you made earlier to StandardShellWindow:Init() .) As expected, an empty shell window is displayed:

As you can see from this simple window display, the Standard Program provides a host of useful, functional application features. In addition to standard Windows features like the title bar, menu bar, system menu, minimize and maximize icons, and resizable border, this default application also includes some other handy items.

The Menus

The menu associated with the empty shell window is very sparse, as discussed previously. For example, take a look at the File menu by clicking on it or typing Alt+F:

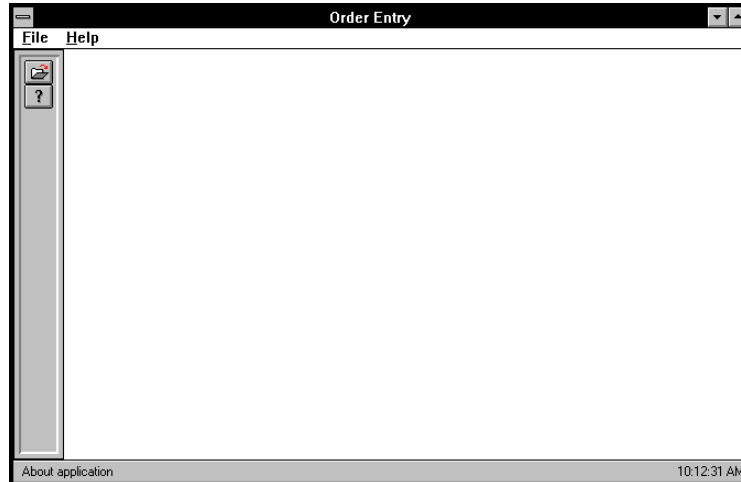| File	Help	
Open...		Ctrl+O
Open SQL...		Ctrl+S
Execute a SQL Statement...		Ctrl+T
Print Setup...		
Exit		Alt+F4

This menu has only five commands (Open, Open SQL, Execute a SQL Statement, Print Setup, and Exit), which is all it needs. There is no Print command, because there is nothing to print, and there is no Close command, because there are no open child windows to close.
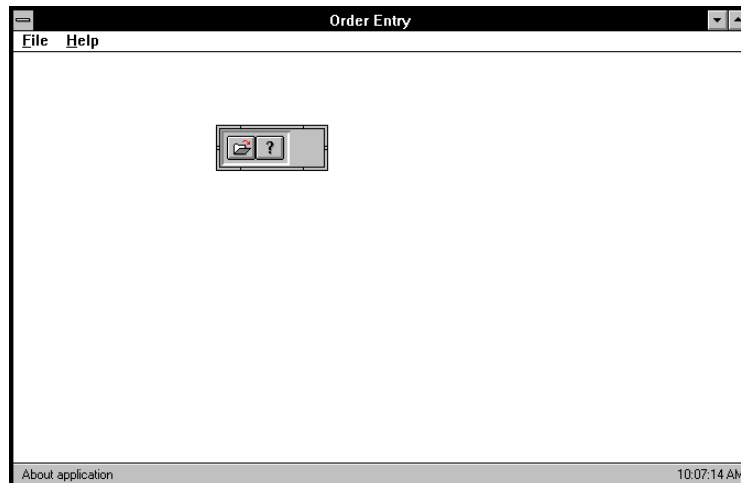
The Toolbar

The toolbar for the empty shell window is also brief, containing only two buttons that serve as shortcuts for the File Open and Help About menu commands.

This toolbar is *movable*: it can be repositioned so that it is aligned with the top, bottom, left, or right borders of the main window, or it can be a floating window.

For example, after closing the File menu by clicking in an open space in the window, move the pointer over the toolbar until the hand icon appears. Then click and drag the toolbar over to the left-hand border of the window, releasing the mouse when the toolbar is touching the border. The empty shell window should look as follows:

Now click and drag the toolbar again and position it in the middle of the empty shell window. This time the toolbar is a floating window:

In any of these positions, simply click a button to execute the corresponding menu command. When you are through experimenting, place the toolbar back at the top of the window.
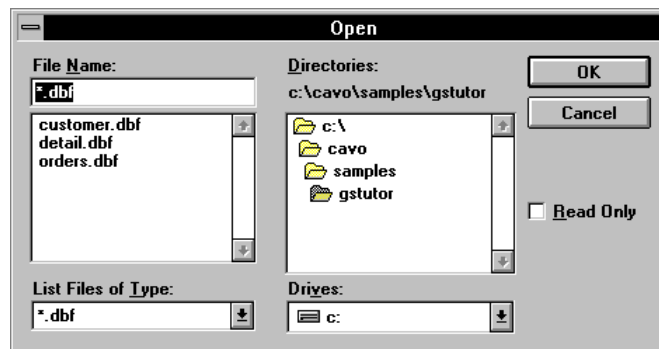
The Status Bar
The status bar is also full of useful information. For example, highlighting the commands on a menu or moving the mouse over the buttons in a toolbar displays descriptive text about those features in the bottom left-hand corner of the status bar. The status bar also tracks the current time.

Opening Database Files

As we mentioned earlier, the Standard Program supports the ability to open any .DBF into a self-configuring data window. Let's open the CUSTOMER.DBF file and see how this changes the nature of the shell window.

1. Click on the Open toolbar button or choose the File Open menu command.

    A standard File Open dialog box is displayed:

2. Since this dialog is already preset to .DBF files, simply switch to the CA-Visual Objects \SAMPLES\GSTUTOR directory, highlight CUSTOMER.DBF, and choose OK.