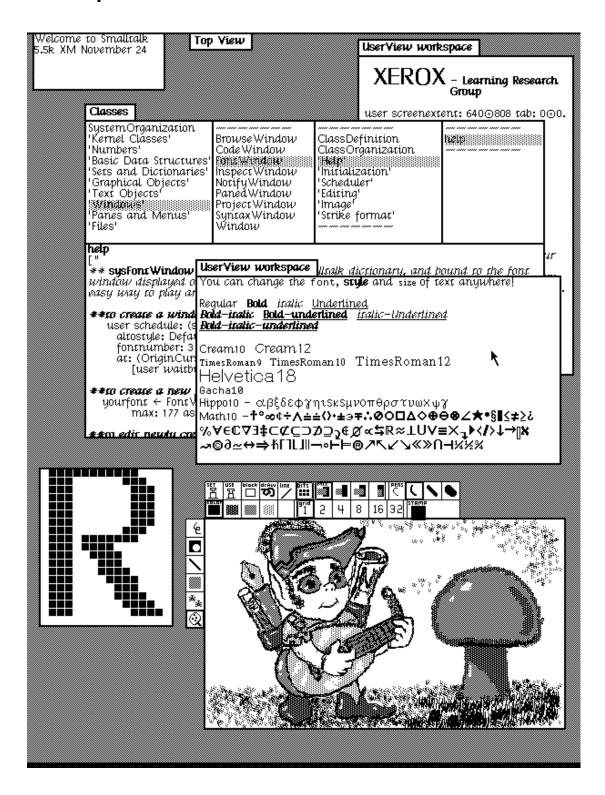
Chapter 1: A Brief History of GUI Toolkits and Cross-Platform Development



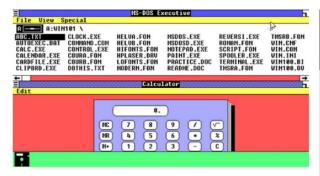


Figure 1.2 – Windows 1 (1985)



Figure 1.4 – Windows XP (2001)

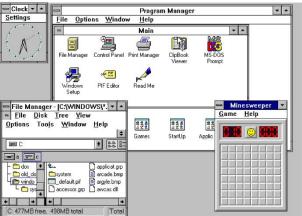


Figure 1.3 – Windows 3.11 (1993)



Figure 1.5 – Windows 10 (2015)



Figure 1.6 - Atari TOS (1985), copyright Atari



Figure 1.8 – KDE 2 (2000), copyright KDE community



Figure 1.7 - BeOS (1995), copyright Palm

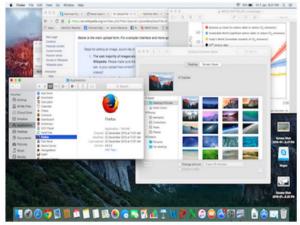


Figure 1.9 – MacOS El Capitan (2015), copyright Apple

World Wide Web

The WorldWideWeb (W3) is a wide-area hypermedia information retrieval initiative aiming to give universal access to a large

Everything there is online about W3 is linked directly or indirectly to this document, including an executive summary of the project, Mailing lists, Policy, November's W3 news, Frequently Asked Questions.

What's out there?
Pointers to the world's online information, subjects, W3 servers, etc.

Pointers to the two notes and their current state. (e.g. Line Mode, XII Viola, NeXTStep, Servers, Tools, Mail Tobot, Library)

The state of the stat

Bibliography Paper documentation on W3 and references.

People
A list of some people involved in the project.

History
A summary of the history of the project.
How can I help?
If you would like to support the web..

ng.code Getting the code by anonymous FTP, etc.

Figure 1.10 - The first website (1991), Tim Berners Lee



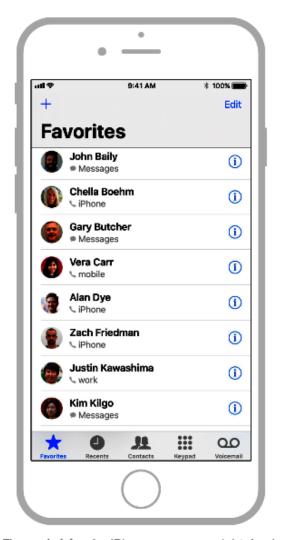
Figure 1.12 - DeviantArt site (2000)



Figure 1.11 - GeoCities home page (1994)



Figure 1.13 - Bootstrap site design framework (2011)



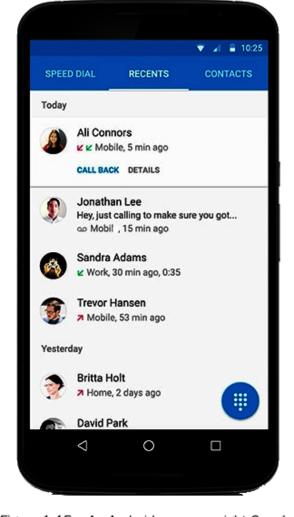


Figure 1.14 - An iPhone app, copyright Apple

Figure 1.15 - An Android app, copyright Google

Chapter 2: The Future According to Fyne

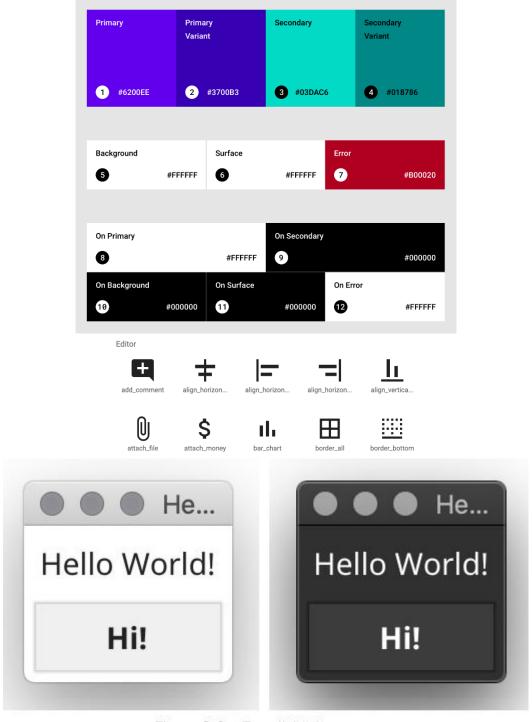
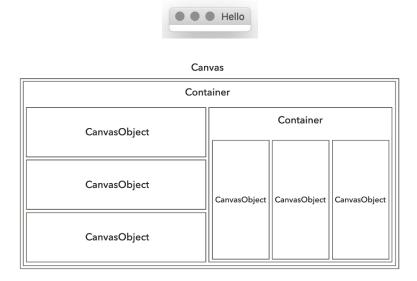
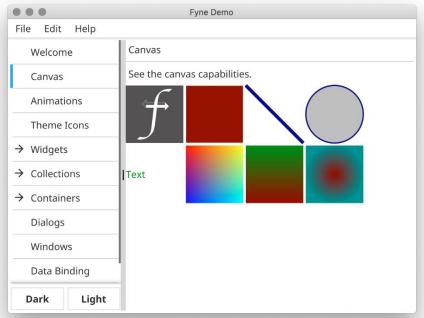


Figure 2.3 – Fyne light theme and dark theme, respectively

Chapter 3: Window, Canvas, and Drawing



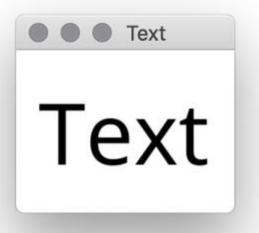






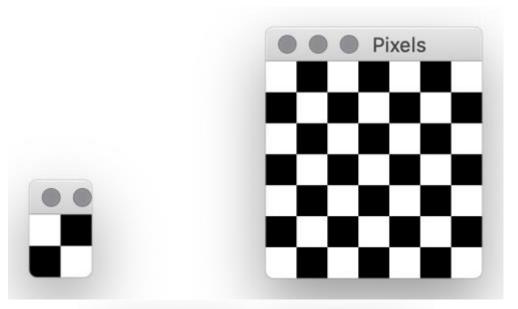


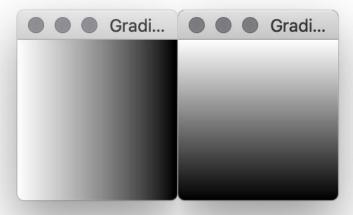




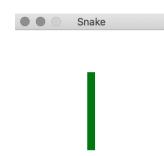


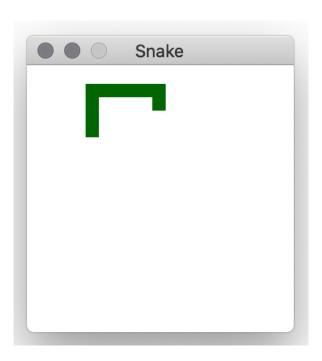




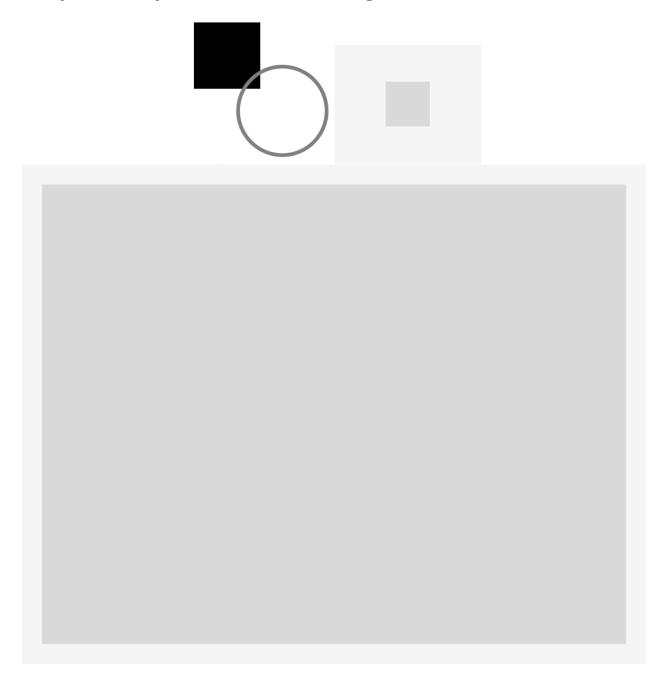


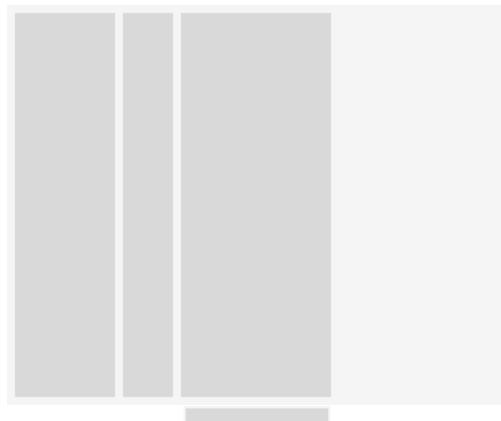


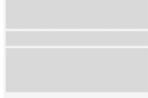


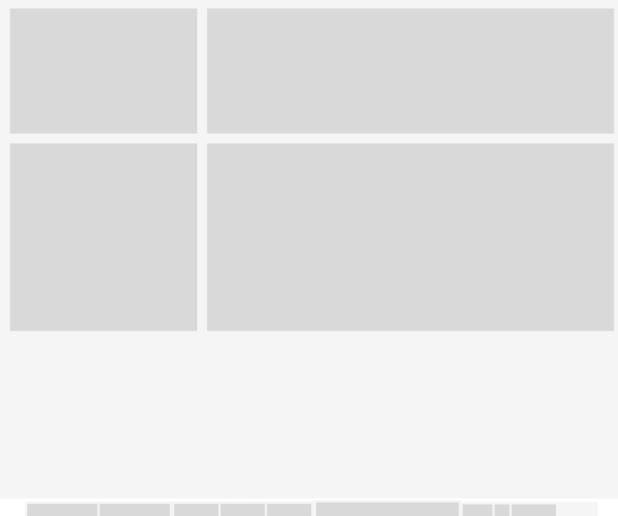


Chapter 4: Layout and File Handling

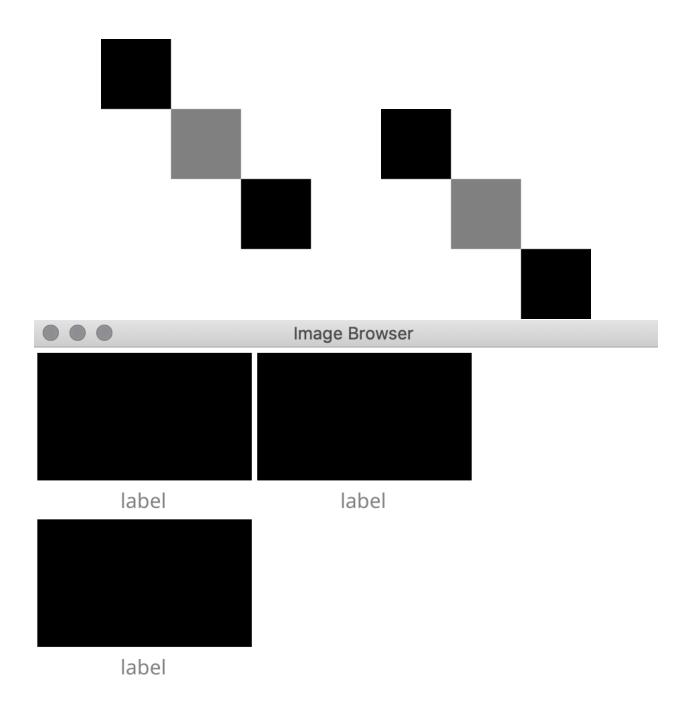












status

Image Browser



colour-sky.jpg



dark-mountain.jpg



lake.jpg

Directory Desktops, 3 items



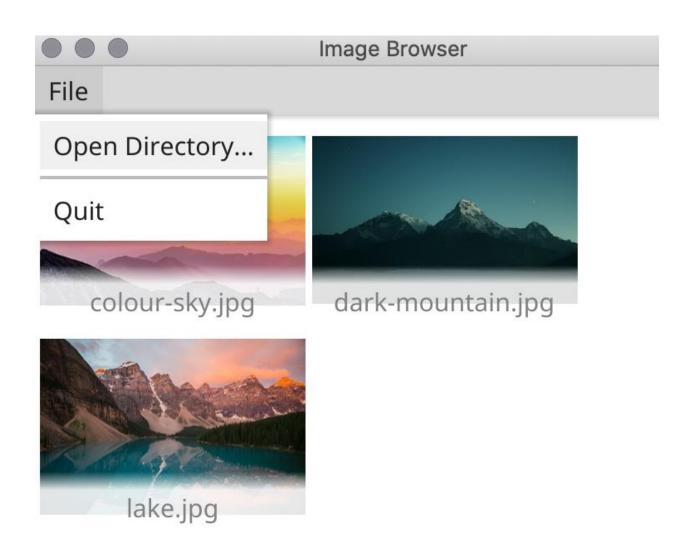
Image Browser





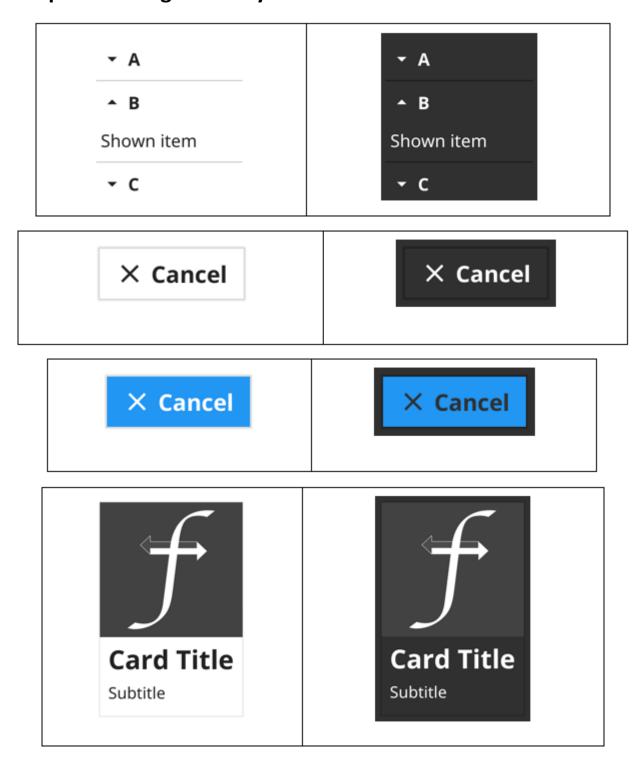


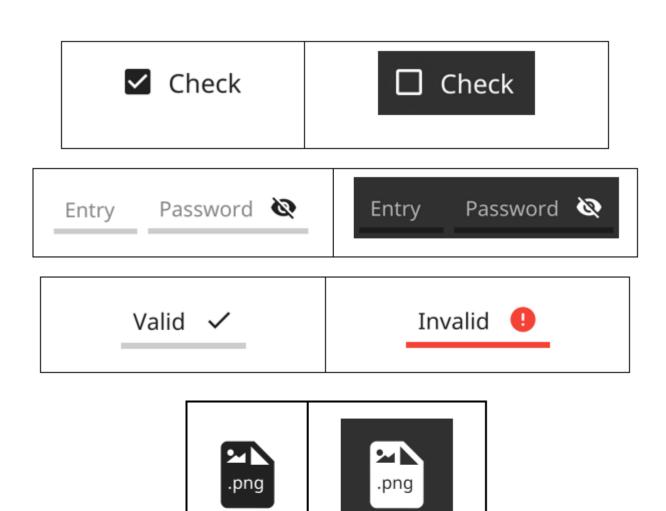
Directory Desktops, 3 items

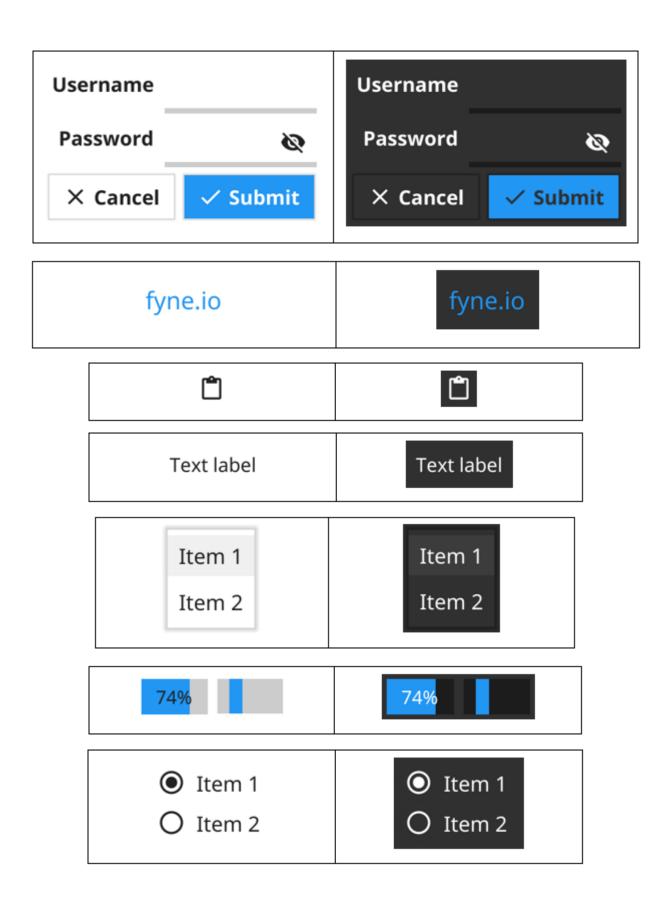


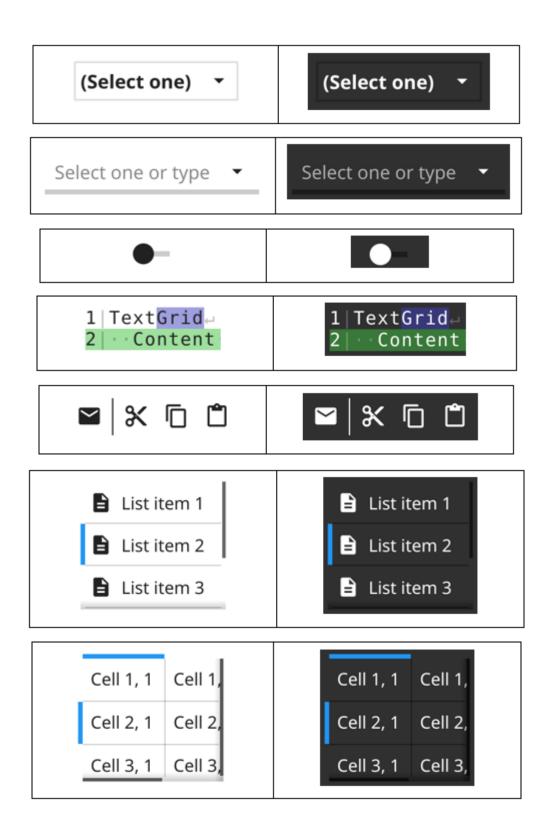
Directory Desktops, 3 items

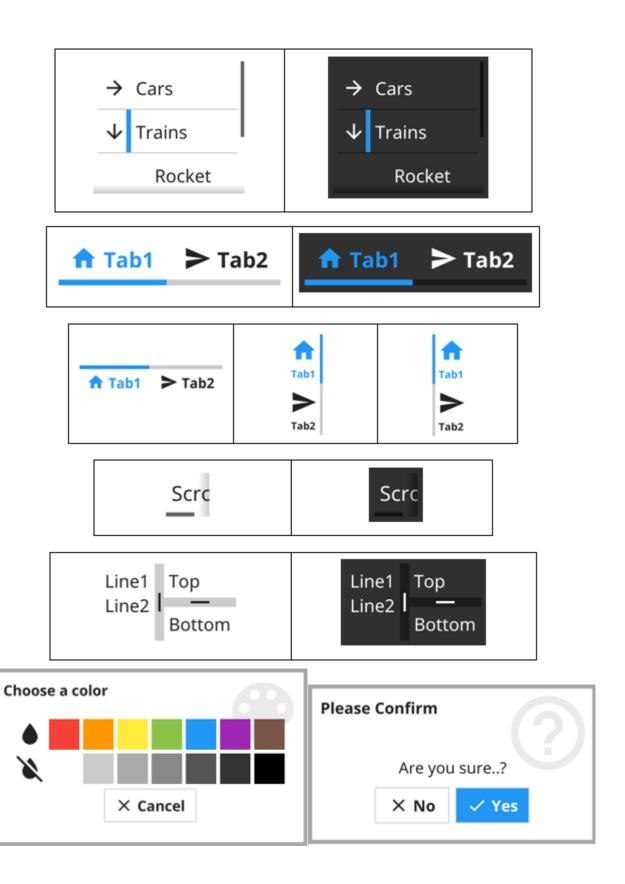
Chapter 5: Widget Library and Themes

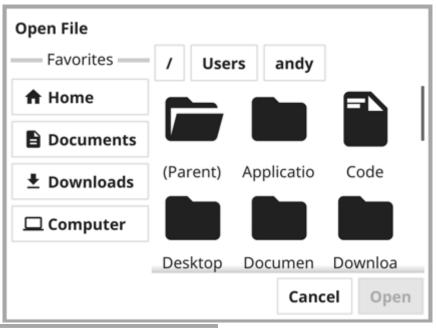






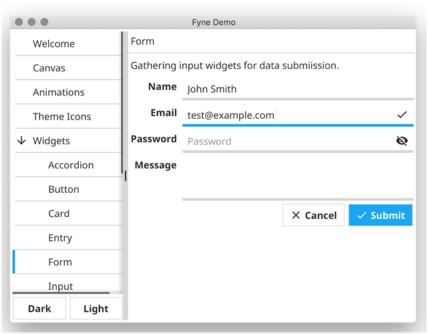


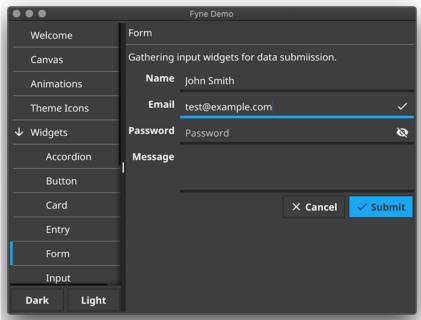


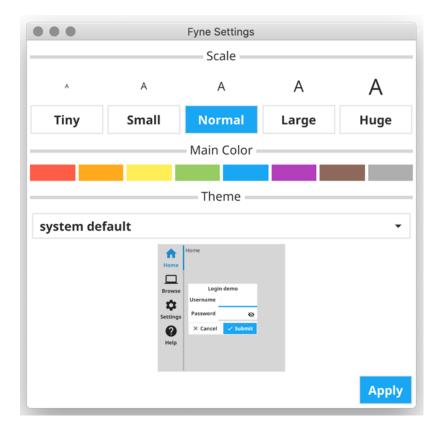








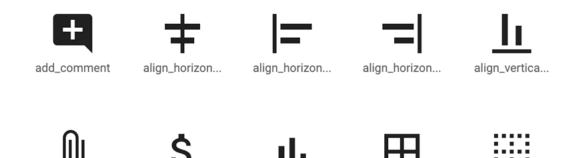




Editor

attach_file

attach_money



bar_chart

border_all

border_bottom

BBC Emulator

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×
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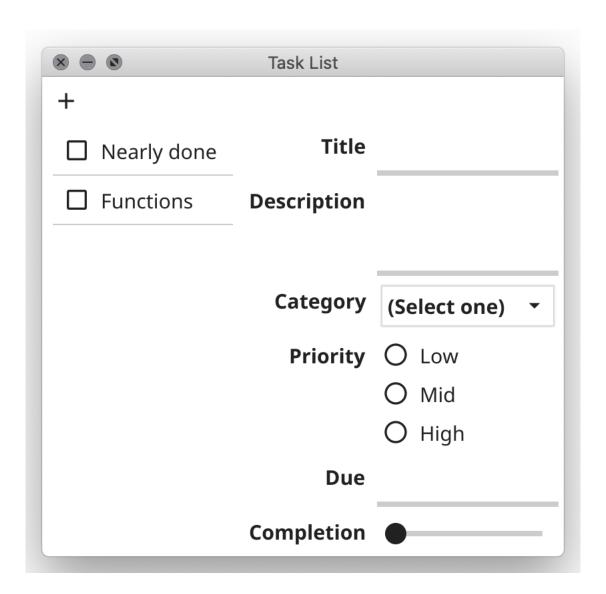
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BBC Computer 65184K

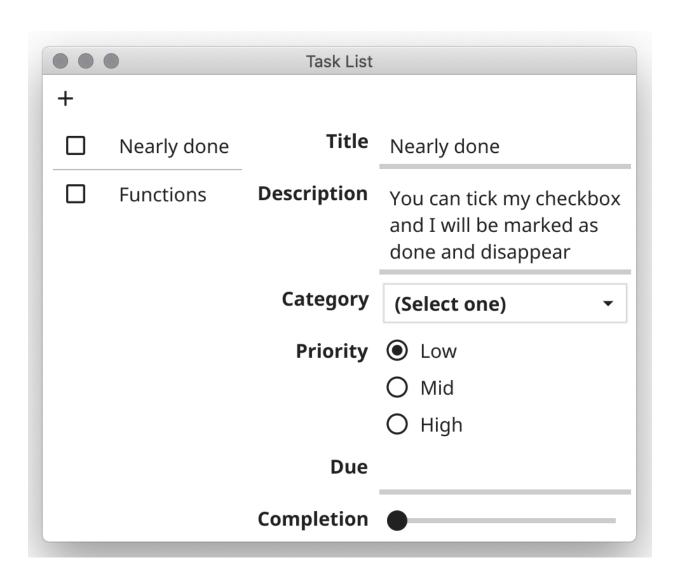
Linux DFS

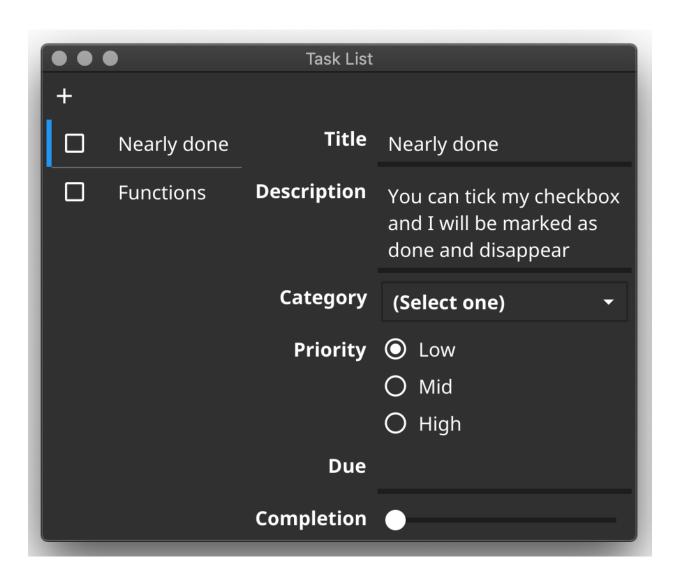
BASIC

>10 REM A simple program
>20 FOR X=1 TO 3
>30 PRINT "Hello " X
>40 NEXT X
>50 PRINT "Fyne!"
>RUN
Hello 1
Hello 2
Hello 3
Fyne!
>_
```

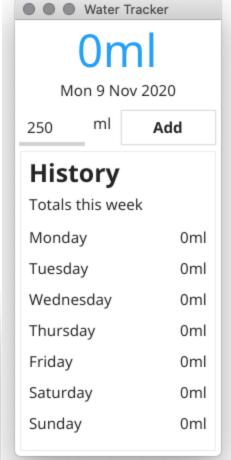
• • •	Task List	
+		
☐ TODO Item x	Title	
☐ TODO Item x	Description	
☐ TODO Item x		
☐ TODO Item x	Category	(Select one) 🔻
☐ TODO Item x	Priority	O Low
		O Mid
		O High
	Due	
	Completion	







Chapter 6: Data Binding and Storage

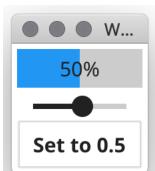


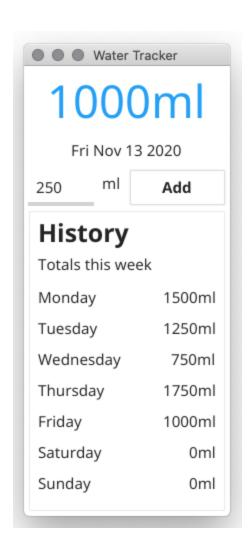
750ml

Mon 9 Nov 2020

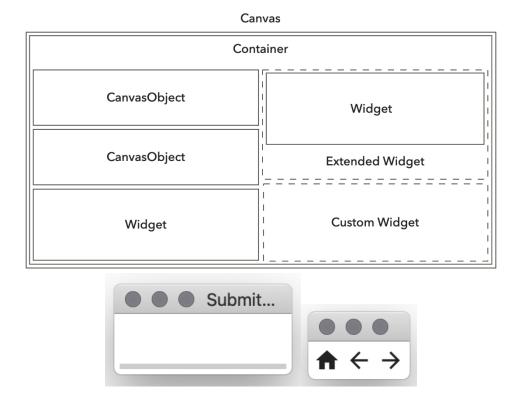
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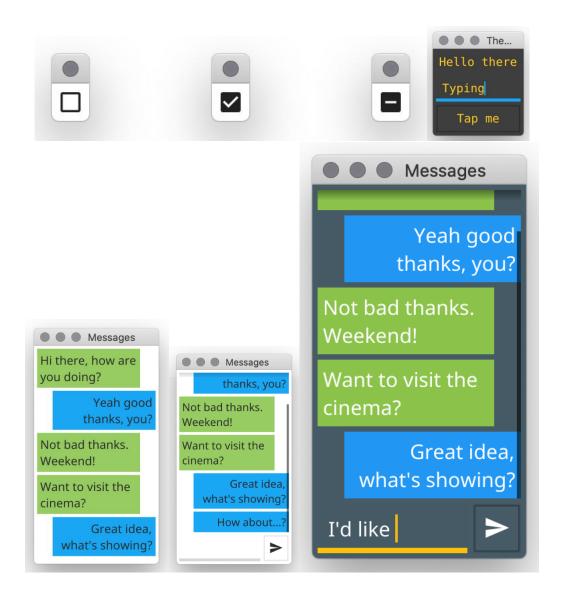
Add





Chapter 7: Building Custom Widgets and Themes

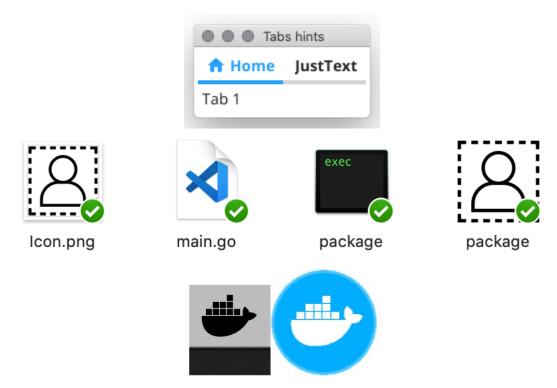




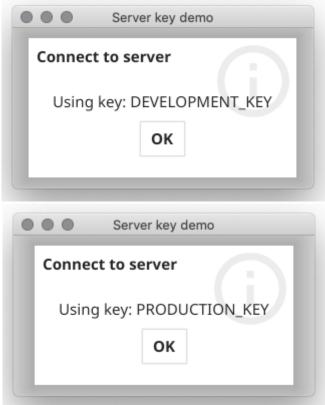
Chapter 8: Project Structure and Best Practices

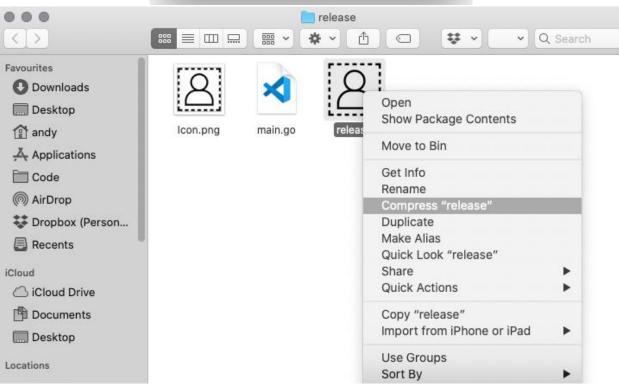


Chapter 9: Bundling Resources and Preparing for Release



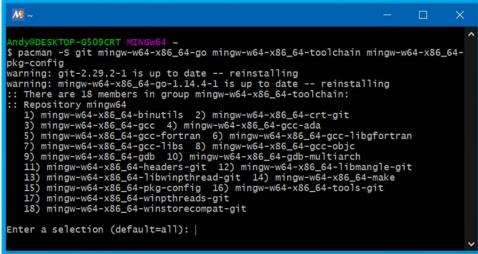
Chapter 10: Distribution – App Stores and Beyond



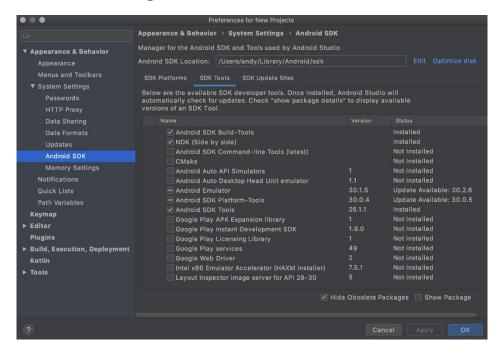


Appendix A: Developer Tool Installation





Appendix B: Installing Mobile Build Tools



Appendix C: Cross-Compiling

No images...