



Symbian OS

Challenge (S60 UI Development)

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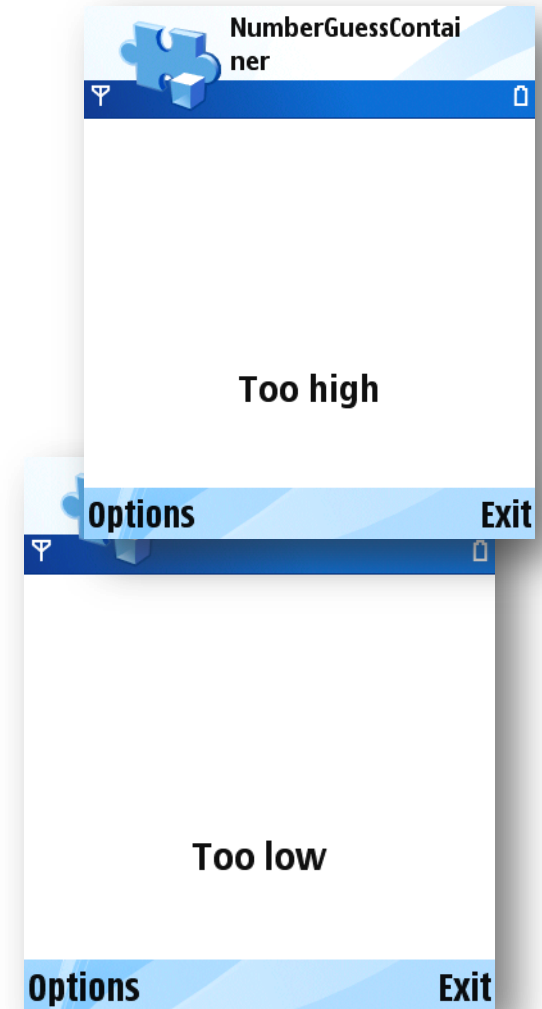
The Goal

- **Guess-a-number game**
 - User should guess a random number from 0 to 100
 - Enter number via dialog box
 - Hints from the app.:
too high / too low / correct
 - **Display:**
 - too high / too low / correct
 - Number of tries (optional)
 - Number entered (optional)



Strategy

- Label for displaying text
- Only allow numbers for the dialog box.
- Limit random number with modulo-operation; take care of negative numbers!
 - `TInt randomNumber = Math::Random();`
- **Number data query:**
 - `layout = ENumberLayout;`
 - `control = AVKON_INTEGER_EDWIN`
 - `TInt guess = 0;`
`CAknNumberQueryDialog* txtDlg =`
`CAknNumberQueryDialog::NewL(guess);`



Get Started

- Like in the course slides, use the following Carbide.c++ template:
 - **S60 3rd Ed. GUI Application with UI Designer**
- We only want the View-architecture, don't use the UI Designer to work on this project!