

# Современные системы программирования

## Краткий обзор программ

The screenshot displays the Lazarus IDE interface. At the top, the menu bar includes File, Edit, Search, View, Project, Run, Package, Tools, Environment, Window, and Help. Below it is a toolbar with various icons, and a palette of components (Standard, Additional, Common Controls, Dialogs, Misc, Data Controls, Data Access, System, SynEdit, RTTI, IPro, SQLdb) is highlighted with a red box. The main workspace is divided into three panes: the Object Inspector on the left, the Source Editor in the center, and the Form Designer on the right. The Object Inspector shows a list of properties for a TForm1 object, with a red box around it. The Source Editor shows the code for TForm1, including the uses clause, type declaration, and initialization. The Form Designer shows a grid for designing the form, with a yellow callout box labeled 'Форма'. A yellow callout box labeled 'Компоненты' points to the component palette. A yellow callout box labeled 'Инспектор объектов' points to the Object Inspector. A blue callout box at the bottom right contains the text 'Среда разработчика Lazarus v0.9.26.2 beta'. The Windows taskbar at the bottom shows the Start button, several application icons, and the system tray with the time 14:18.

Lazarus IDE v0.9.26.2 beta - project1

File Edit Search View Project Run Package Tools Environment Window Help

Standard Additional Common Controls Dialogs Misc Data Controls Data Access System SynEdit RTTI IPro SQLdb

Object Inspector Source Editor

Form1: TForm1 \*Unit1

Компоненты

Форма

Инспектор объектов

Среда разработчика  
Lazarus v0.9.26.2  
beta

Properties Events Favorites Restricted

Property	Value
Action	
ActiveControl	
Align	alNone
AllowDropFiles	False
AutoScroll	True
AutoSize	False
BIDIMode	bdLeftToRight
BorderIcons	[biSystemMenu, biMini]
BorderStyle	bsSizeable
Caption	Form1
ChildSizing	(TControlChildSizing)
Color	<input type="checkbox"/> clBtnFace
Constraints	(TSizeConstraints)
Cursor	crDefault
DockSite	False
DragKind	dkDrag
DragMode	dmManual
Enabled	True
Font	(TFont)
FormStyle	fsNormal

```
uses  
  Classes, SysUtils, FileUtil,  
  
type  
  TForm1 = class(TForm)  
  private  
    { private declarations }  
  public  
  
  initialization  
    {$I unit1.lrs}  
  
end.
```

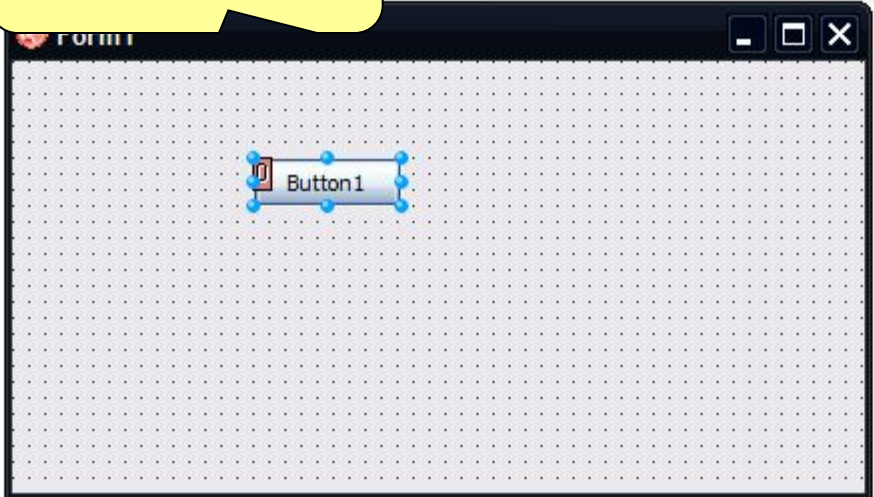
7: 25 Modified

Messages

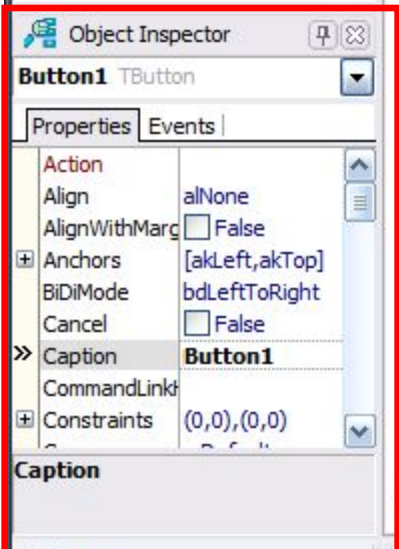
Start Lazarus Lazarus 14:18

# Среда разработчика DELPHI 2010

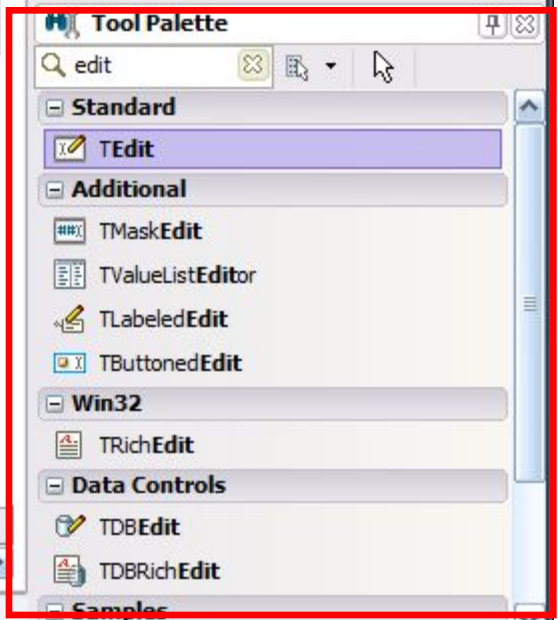
Форма



Инспектор объектов



Компоненты



Компоненты

Инспектор объектов

The screenshot displays the Microsoft Visual Basic IDE. The main window shows a form titled 'Form1' with a grid background. On the form, there are three buttons: 'Add the Icon', 'Modify the Icon', and 'Delete the Icon'. Below these buttons is a text box containing the text 'Hello, from the tray'. The text box is selected, and its properties are shown in the 'Properties - txtTip' window on the right. The properties window shows the following values:

Properties - txtTip	
txtTip TextBox	
Alphabetic   Categorized	
ScrollBars	0 - None
TabIndex	3
TabStop	True
Tag	
Text	from the tray
ToolTipText	

The 'Text' property is highlighted in blue. Below the properties window, the text 'Returns/sets the text contained in the' is visible.

Форма

Среда разработчика  
Microsoft  
Visual Basic

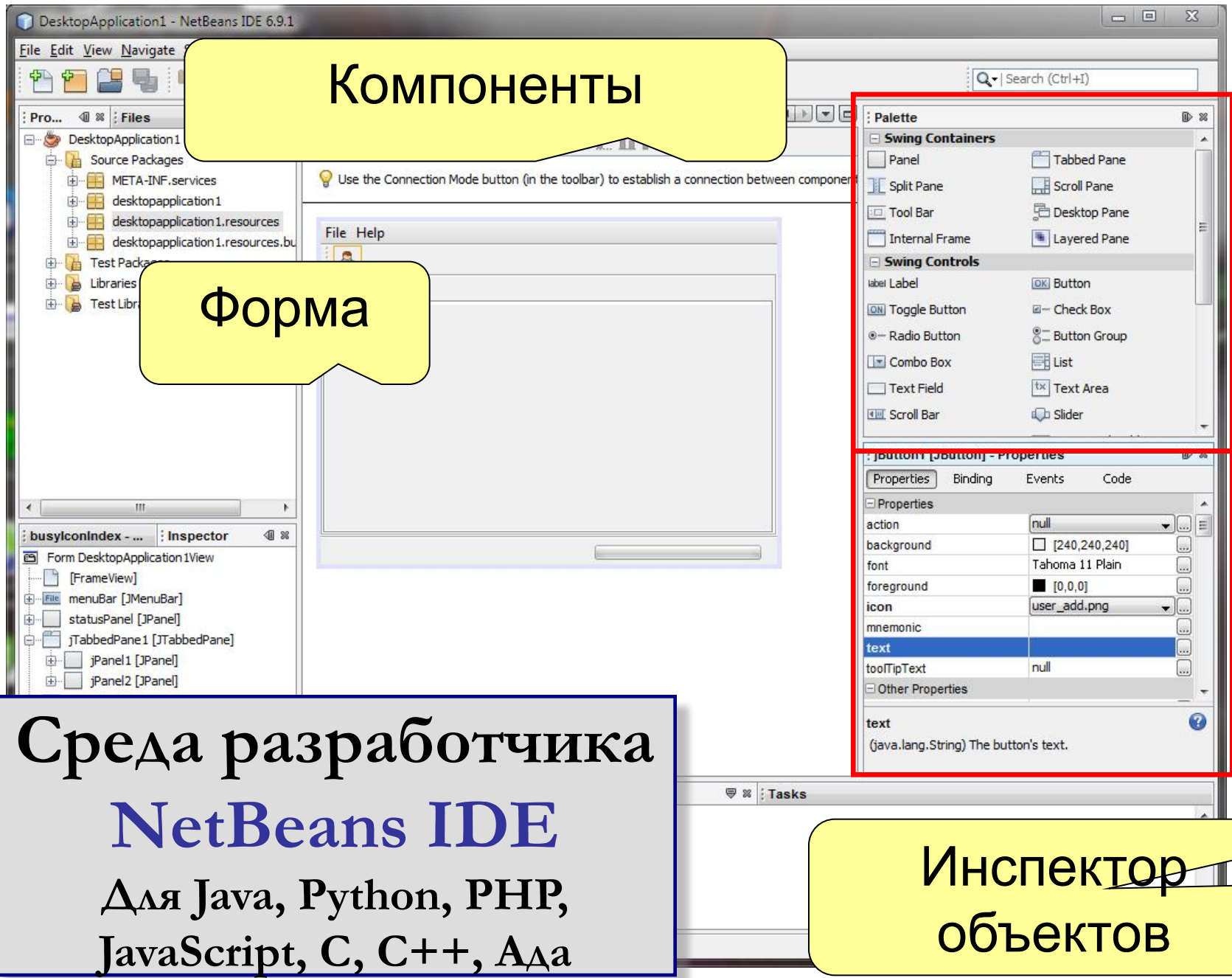
# Инспектор объектов

The image shows the Microsoft Visual Studio IDE in design mode for a Windows application. The central window displays a form titled "WinUnleaked Image Uploader" with various controls like text boxes, buttons, and checkboxes. The left sidebar shows the "Toolbox" with a list of standard Windows controls. The right sidebar shows the "Properties" window for the selected form, listing various attributes like "BackColor", "Text", and "TitleText".

**Форма**

**Компоненты**

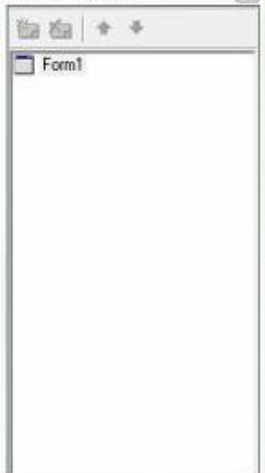
**Среда разработчика  
Microsoft  
Visual Studio**



C++ Builder 6 - Project1



Object TreeView



Form1

Форма

Компоненты

Object Inspector



Инспектор объектов

Unit1.cpp

Unit1.cpp

```
//  
#include <vcl.h>  
#pragma hdrstop  
  
#include "Unit1.h"  
//-----  
#pragma package(smart_init)  
#pragma resource "*.dfn"  
TForm1 *Form1;  
//-----  
__fastcall TForm1::TForm1(TComponent* Owner)  
    : TForm(Owner)  
{  
}
```

Среда разработчика  
C++ Builder