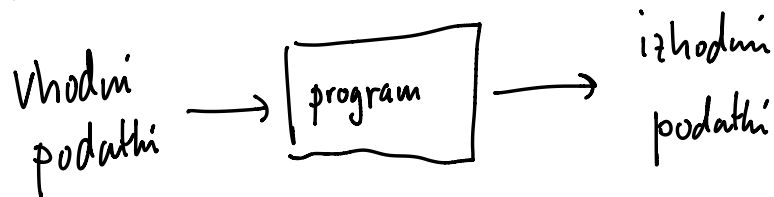
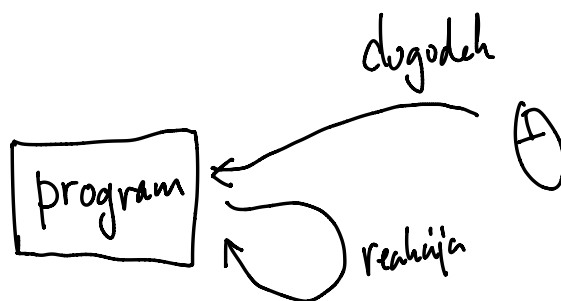


Dogodkovno programiranje & uporabniški vmesniki

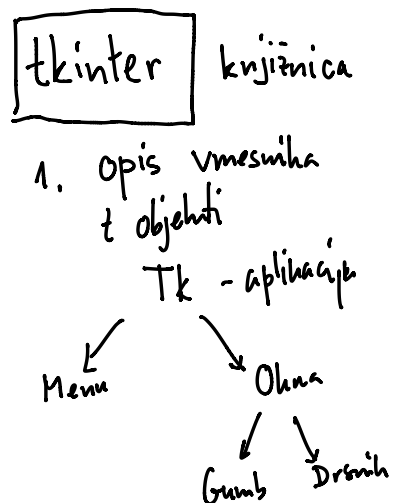
klasično



uporabniški vmesnik



razpored
"layout"



2. Metode, ki obravnavajo dogodeke
(callback, command)