How to use this book

Introduction

- 1 Introduction to Quartex Pascal
- 2 The box model, event-handling and introduction to CSS styling 3 Windowed applications
- 4 Using audio
- 5 Using files
- 6 Sliding puzzle and its solution
- 7 Using style sheets
- 8 Event handling
- 9 Making user interfaces
- 10 Accessing YouTube videos
- 11 Timers
- 12 Graphics
- 13 String handling operations
- 14 Arrays
- 15 Functional programming
- 16 Debugging
- 17 Node.js
- 18 Databases
- 19 Linear algebra
- 20 Apex Charts
- 21 Three-dimensional graphics
- 22 Promises and Async Await
- 23 DateTime utilities

Appendix 1 Configuring the IDE

Appendix 2 Configuring programs

Appendix 3 Configuring a title and an icon for project Appendix 4 Creating a delegate event

handler at runtime

Index