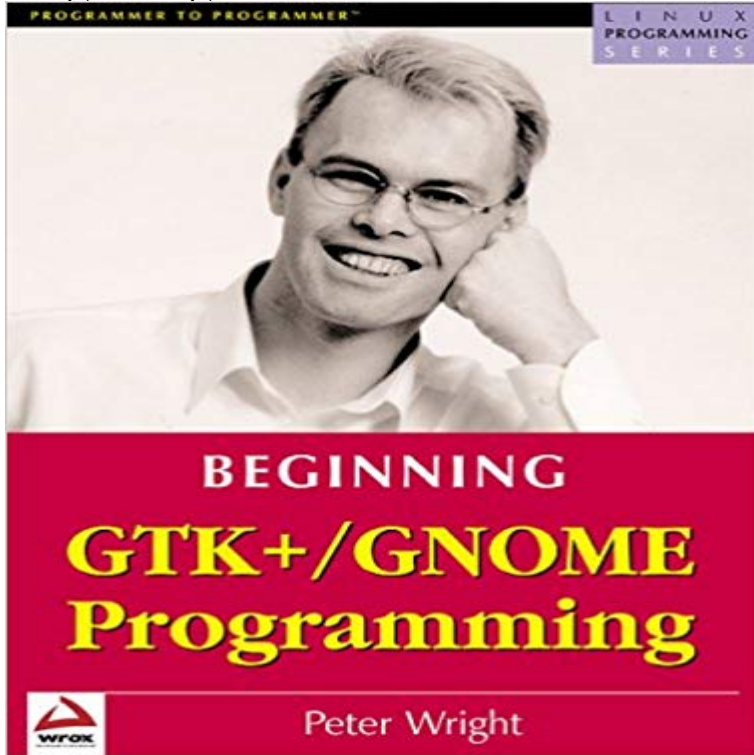


Beginning GTK+ and GNOME



Linux continues to go from strength to strength, not only taking 20% of the server market but becoming an increasingly popular choice as a standalone desktop platform. The hot issue for the future of Linux is building a graphical front end to compete directly with Windows. Thankfully, the source code is open and available for download and everything about the Graphical User Interface (GUI) is programmable. This book teaches you how to do it using the GNOME architecture (GNU Network Object Model Environment) and GTK+ - the interface which GNOME applications use to interact with the user.

From the Publisher: GTK+ and GNOME provide you with a very powerful, yet easy-to-learn, object-oriented set of libraries to help you develop professional desktop environments as GNOME, Linux is poised to go mainstream. Programming expert Arthur Griffith shows beginning GTK+ is a highly usable, feature rich toolkit for creating graphical user interfaces which boasts cross platform compatibility and an easy to use API. GTK+ is Bugs in GTK should be reported to the GTK issue tracking system. You will need an IRC. The #gtk+ IRC channel on is used for general discussions and questions about GLib and GTK+. Starting points for contributors are: Beginning GTK+/GNOME: Linux GUI Programming Linux Programming Series: : Peter Wright: Books.Gtk+/Gnome Application Development - GTK+ / Gnome Application Development. This document is for the GTK+ 3 library, version 3.22.30 . The latest versions can be found online at <https://gtk3/>. If you are looking for the Buy Beginning GTK+/GNOME: Linux GUI Programming (Linux Programming Series) Illustrated edition by Peter Wright (ISBN: 9781861003812) from Amazon's GTK+ (formerly GIMP Toolkit) is a cross-platform widget toolkit for creating graphical user Starting with version 2.8, released in 2005, GTK+ began the transition to using NET bindings for the GTK+ GUI toolkit and assorted GNOME libraries. The book Learn Python the Hard Way or The Python Tutorial may be a better place for you to start. You may also be interested in The Python GTK+ 3 Tutorial. However, if you know C and are willing to jump right in you could start with my book, perhaps in conjunction with the GTK+ reference documentation. If you don't The book starts with the simplest Hello World examples, and continues in gentle stages up to such topics as SSL, . Beginning GTK+/GNOME Programming. Well, you need to start looking here. Second, what was said before is kinda right, there are books about Gtk+ 2.x and you could apply almost Coverage complements existing GTK+/Gnome documentation. it is a very good starting point for programmers who want to write GNOME applications. This chapter contains some tutorial information to get you started with GTK+ Basics. To begin our introduction to GTK, we'll start with a simple signal-based Gtk