

GUI development

Working with object handles

```
>> f = figure('Color','white','Position', ...  
[300,400,450,250] );  
>> htext = uicontrol('Style','edit', ...  
'Position', [50,50, 400, 200], ...  
'FontSize', 30);  
>> set(f, 'Name', 'My GUI');  
>> movegui(f,'center');  
>> set(f,'Visible','on')
```

Gui callbacks

```
function pushbutton1_Callback(hObject, eventdata, handles)  
% hObject handle to pushbutton1 (see GCBO)  
% eventdata reserved - to be defined in a future version of MATLAB  
% handles structure with handles and user data (see GUIDATA)  
  
% Use get( handles.xxx, 'ParameterName' ); to get values.  
a=get(handles.parama, 'String');  
b=get(handles.paramb, 'String');  
% Use set(handles.xxx, 'ParameterName', value); to set values  
set(handles.result,'String',[ a b ]);  
% Store additional data in handles as necessary:  
if ~isfield(handles,'counter'); handles.counter = 0; end  
handles.counter=handles.counter+1;  
% Update gui at the end:  
guidata(hObject,handles);
```