

MyFrame.h

```
#include <stdio.h>
```

```
...
```

```
class MyFrame : public class wxFrame
```

```
{
```

```
int m_x;
```

```
... further variables for GUI objects ...
```

```
public:
```

```
MyFrame(...);
```

```
}
```

```
#define THIS 1
```

```
#define THAT 2
```

%% header start

%% class start

%% wx-gui

%% class end

%% header end

MyFrame.cpp

```
static int test_this_and_that(int i)
```

```
{
```

```
...
```

```
}
```

```
MyFrame::MyFrame(...) : wxFrame(...)
```

```
{
```

```
... initializations before building GUI
```

```
... code to set all pointers to NULL
```

```
... code to construct all GUI objects
```

```
... further initializations after building GUI
```

```
}
```

```
... other MyFrame methods
```

%% module start

%% constructor start

%% wx-gui

%% constructor end

%% module end