

Quickdraw Events:

- **Window events:** To allow the quickdraw window to listen to events, we first have to enable listening by passing the following command to quickdraw:

“windowevents True”.

- Possible window events:

- Resizing: When the user drags the bounds of the window to make it larger or smaller. The message received is:

“WindowResized: newX,newX”

where *newX* and *newY* are the new coordinates of the window (example: “*WindowResized: 1000,900*”)

- Minimizing: When the user clicks the minimize button at the top of the window. The message received is

“WindowStateChanged: Iconified”

- Un-Minimizing: When the user clicks the window that is currently minimized on the toolbar and brings it back on screen. The message received is

“WindowStateChanged: Normal”

- Maximizing: When the user clicks the maximize button at the top of the window. The message received is:

“WindowStateChanged: Maximized

WindowResized: maxX, maxX”

where *maxX* and *maxY* represent the new size of the window (usually the size of the screen)

- Un-Maximizing: When the user clicks the maximize button at the top of the window with the window already maximized (brings it back to its original size). The message received is:

“WindowStateChanged: Normal

WindowResized: originalX,originalY”

where *originalX* and *originalY* are the original coordinates of the window before it was maximized.

- Closing: When the user clicks the close button at the top of the window. The message received is “*WindowStateChanged: Closed*”

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