

# *Introduction to Programming II*

## *Curses*

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## 24-2: Curses

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- Curses is a C library for displaying ASCII characters at arbitrary points within a text window.
- Nice for making better-looking text-based UIs.
- C also has a number of third-party GUI libraries
  - Nothing standard like Java has

## 24-3: Hello world in curses

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```
#include <curses.h>
int main(void) {
    int c;
    initscr();
    move(10,25);
    printw("Hello world!");
    refresh();
    c = getch();
    endwin();
    return (0);
}
```

## 24-4: The pieces

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- `#include <curses.h>`
- `initscr()` - this sets up the curses window. It should be the first line in your program.
- `refresh()` - redraws the screen.
- `endwin()` - this cleans up curses. It should be the last thing in your program.

## 24-5: Placing the cursor

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- `curses` uses (row, col) as its indexing method.
- (0,0) is the upper-left corner.
  - In other words, (y,x) is the representation
- To place the cursor at a particular location, do `move(y,x)`.

## 24-6: Output

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- `printw()` - a `printf`-style function that places a string at the current cursor location.
- `putch()` - write one character at the current location.
- And, if you're feeling lazy, you can do:
  - `mvaddch(row,col, char)`
  - `mvprintw(row,col, string, arg1, arg2, ...)`
  - to combine moving and writing.

## 24-7: Example - adding a marquee

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- Let's add a border to our “Hello World” app.

## 24-8: Example - adding a marquee

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- Let's add a border to our "Hello World" app.
- Actually, we could also use the `box(stdscr, hchar, vchar)` function.
- Notice that `box` takes three arguments: window name, horizontal char, vertical char.
- We can actually have multiple 'windows'.

## 24-9: Getting input

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- We can read input with:
  - `getch()` = works just like `getc()`
  - `scanw()` - works just like `scanf`.
- In this case, we use `getch()` to leave the input on the screen.
- We can also use `usleep()` to specify a number of microseconds the program should sleep.

## 24-10: Animation

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- To change the appearance on the screen, we just draw over the old content and draw our new content.
- In curses, that means writing spaces over areas we want to be blank.
- How can we make the print statement crawl across the screen?
- Let's modify it to print a command line argument.

## 24-11: Text display

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- We can also set the attributes of the text that's printed, using `attron()` and `attroff()`
  - Interesting attributes are:
    - `A_NORMAL`
    - `A_STANDOUT`
    - `A_UNDERLINE`
    - `A_REVERSE`
    - `A_BLINK`
    - `A_INVIS`

## 24-12: Exercise

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- : Make the 'hello' string crawl left to right, with reverse video text.

## 24-13: Dealing with input

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- As we mentioned before, you can use `scanw()` and `getch()` to read in input.
- Let's use this to create a simple quiz program.

## 24-14: Clearing the screen

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- We can use `clear()` to clear the whole screen.
- Let's add this to our quiz program. Remove the question before printing 'correct' or 'incorrect'.

## 24-15: Using Curses in Project 4

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- Where do you need to use this in project 4?
- drawBoard should draw each component of the boardArray.
- Draw a '1' if the square is alive.
- Draw a ' ' if the square is dead.
- Refresh once all cells are drawn.

## 24-16: Advanced stuff: color

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- To set the screen to draw in other colors, we do the following:
  - Add `start_color()` to the beginning of your program.
  - Create a set of color pairs - these indicate the foreground and background colors.
  - `init_pair(1, COLOR_RED, COLOR_BLACK);`
  - To start using a particular pair, set it as an attribute:
  - `attron(COLOR_PAIR(1));`

## 24-17: Advanced stuff: color

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- Curses has 8 builtin colors:
- `COLOR_BLACK`, `COLOR_RED`, `COLOR_GREEN`,  
`COLOR_YELLOW`, `COLOR_BLUE`, `COLOR_MAGENTA`,  
`COLOR_CYAN`, `COLOR_WHITE`
- You can also change the builtin colors by setting their RGB values:
  - `init_color(COLOR_RED, 700, 700, 0);`
- Modify the marquee program to use at least three different color pairs.

## 24-18: Advanced stuff: dealing with arrow keys

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- If you're making a game, you typically want the user to provide input via the arrow keys.
- The numerical values returned by the arrow keys are: 65,66,67,68.
- You can do:

```
int ch;  
ch = getc();  
if (ch == KEY_LEFT) {  
    etc  
}
```

## 24-19: Exercise

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- Let's use this to make a program that moves a character around the screen.
- When the user pushes 'up', move the character up one row. Etc.
- Issues:
  - Don't forget to undraw the old character.
  - Use `noecho()` to keep user input from showing up.
  - Move the cursor 'one step back' to place it on top of the character

## 24-20: More stuff

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- Other things we haven't touched on:
  - Curses also lets you create multiple windows. This is useful when you're making lots of changes, or you need to be able to revert back to a previous screen.
  - You can also use this to break the screen into multiple subscreens. This is useful if, for example, you want to have a menu at the top.