

# Aide de Boa Constructor

## Boa Constructor - wxPython GUI Builder



A RAD GUI building Python IDE!

It is built on wxPython, wxWidgets and Python.

Boa Constructor as an IDE was inspired by and aspires to Delphi.

## Main frames

These are the main frames in Boa:

<a href="#">palette</a>	Top frame containing a palette from which new modules or components can be created.
<a href="#">inspector</a>	Left frame displaying constructors/properties/events of the selected object as well as an hierarchical view of the parent/child relationship of containers.
<a href="#">editor</a>	Big IDE window containing the shell, explorer and any number of open modules. Each module contains a notebook of supported views on the module
<a href="#">designers</a>	The GUI builder and other design time editors opened from the Editor
<a href="#">explorer</a>	Standard Explorer type interface for interacting with various datastores like the filesystem, Zope, CVS etc.
<a href="#">debugger</a>	Debugging window, opens up over the Inspector. Supports source code tracing, breakpoints and watches.
<a href="#">help</a>	Boa, wxWidgets & Python help.

## Other sections:

- [Key definitions](#)
- [Window layout](#)
- [Different ways start or open files](#)
- [Command-line switches](#)
- [Preferences and Configuration](#)
- [Notes on specific components](#)
- [Support for Non-ASCII systems](#)
- [Zope support](#)
  
- [Mixing your code with generated code](#)
- [Extending Boa by writing new components, models, views and explorers](#)
  
- [The road ahead](#)

- [Philosophy behind Boa](#)
- [Glossary](#)

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<http://doc.nfrappe.fr/doku.php?id=logiciel:programmation:python:boa:help:boahelp> 

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