

## Window manager program: sample program structure

```
class WindowManager:
```

```
def __init__(...):
```

```
    wlist = WindowList([  
        Window(...),  
        ... ])
```

```
        # the window list (for now; later from a data file?)
```

```
def main():
```

```
    self.intro()
```

```
    while # there is still input ...  
        report(wlist.promote(x,y))
```

```
    self.outro();
```

*Actual program  
code for main—  
short & easy-to-read!*

```
def getCoords():
```

```
    # get (x,y) co-ordinates from user input  
    (return coordinates or failure as None?)
```

```
def report(window):
```

```
    # report click success & updated window status
```

```
def intro():
```

```
    # introduce program, show initial windows, prompt input
```

```
def outro():
```

```
    # print program exit message
```