Part 15.1

**Drawing to a Panel**

* In wxGlade, create a form that has a Button and a Panel
* Select the button
	+ in the Common tab, change Name to btnRandom
	+ in the Widget tab, change the Label to Random
	+ In the Events tab, change EVT\_BUTTON Handler to onbtnRandom
* Select the panel
	+ In the Common tab, change Name to panelMain
* Select Application in the Tree view
	+ In the Application tab, click “…” dot dot dot button to change Output path then choose a folder and type a name (must end with .pyw)
	+ Generate Code
* Remember to save your project by clicking “File”, “Save As” Part 15.1.wxg
* Open IDLE then open the pyw file you generated
* Find the onbtnRandom event
	+ Remove the placeholder lines print & event.Skip()