Drawing a standard border around a CEikEdwin

Overview

In this code snippet a standard border is drawn around a `CEikEdwin`. The same technique applies to all controls inherited from `CEikBorderedControl`.

MMP file

The following libraries are required:

```
LIBRARY egul.lib
LIBRARY eikcoctl.lib
```

Header file

```
CEikEdwin* iEditor;
```

Source file

```
void CAppView::ConstructL(const TRect& aRect)
    {
    // ...

    // Set border type
    iEditor->SetBorder(TGulBorder::ESingleDotted);

    // ...
    }
```

```
void CAppView::Draw(const TRect& aRect) const
    {
    // Get the standard graphics context
    CWindowGc& gc = SystemGc();

    // Clear the screen
    gc.Clear(aRect);

    // Get the border
    TGulBorder border = iEditor->Border();

    // Draw the border so that it surrounds iEditor
    TRect editorRect = iEditor->Rect();
    border.Draw(gc, border.OuterRect(editorRect));
    }
```

Postconditions

A standard border is drawn around a `CEikEdwin`.

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