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Programming **Windows** with **MFC** Second Edition



Object-Oriented
Programming for
Windows 98 and
Windows NT

Jeff Proise

Microsoft Press

Windows Programming With Mfc

RD Boyd



Windows Programming With Mfc:

Windows Programming Under the Hood of MFC Laura B. Draxler, 1998 If you have previous development experience on other platforms you may have been overwhelmed by the hidden features of the MFC when you came to work in Windows Windows Programming Under the Hood of MFC gives you the lowdown on core components of the Windows programming model As you work through the text you ll learn how each new concept relates to MFC and its hierarchical structure Then you ll be ready to shift into high gear using your existing C and C skills to create dynamic applications for the Win32 architecture with Microsoft Visual C 5 Icons throughout the text help you quickly identify the topics under discussion Each chapter also includes tutorials for self guided learning Aimed at developers Windows Programming Under the Hood of MFC assumes a knowledge of C data structures You should also have experience with some graphical windowing environment and at least a passing familiarity with Windows 95 or Windows NT Included is a diskette containing full featured programs progressively built upon throughout the book which are used to illustrate the MFC and Win32 concepts discussed BOOK JACKET Title Summary field provided by Blackwell North America Inc All Rights Reserved Beginning MFC Programming Ivor Horton, 1997 The MFC is a collection of C classes that programmers can reuse to create the main body of their code that all Windows applications have in common This is the perfect tutorial to Windows programming with MFC and develops a complete and realistic example application in MFC **Windows MFC Programming I** Vic Broquard, 2014-08-31 Windows MFC Programming I begins with the very fundamentals and in a step by step gradient manner develops most all of the basic Windows programming techniques There are often many different ways to accomplish the same task So as you move from example to example expect to see alternative approaches illustrated Windows MFC Programming I is not a reference manual rather expect to see the whys and how comes that lie behind many of the approaches and techniques It is my opinion that if you have a feel for what is really going on you can do a better job of programming and debugging The first three chapters present Windows C API the programming interface they are designed to get you used to programming in a message driven style which is completely different from the normal DOS C style of programming In chapter 4 the MFC OOP encapsulation of the Windows API is presented illustrating how the beginning features from the first three chapters are encapsulated Through the next series of chapters the GUI is introduced a step at a time such as timers colors resource files menu operations icons cursors dialog operations the use of global memory the new file handling functions image processing for example Tool bars and the status bar are presented next followed by the multiple document interface and clipboard operations Sound and animation effects continue to explore the possibilities of this rich platform The final chapter discusses the document view architecture which many professional applications utilize This is an extensive topic and is one of the longest chapters in the book Along the way you are introduced to the Resource Editor the Class Wizard and finally the AppWizard Each is introduced at that point where you can best utilize it to your advantage and know what you are actually doing with it Windows MFC

Programming I has many complete C programming examples. While some of the early ones are fairly simple, the latter ones represent fairly complete applications. The benefit of these extended samples is great; you gain an understanding of how the various messages all operate together. All of these sample programs accompany the book. There are a number of very important application design issues that are written this way: Design Rule 1. They highlight some of the potential traps and pitfalls that lie in waiting. Perhaps the biggest barrier to learning Windows programming is the enormous number of identifiers, key values, the API, Application Programming Interface, and the MFC (Microsoft Foundation Classes) class member functions and variable names. For a beginner and more advanced reader, this proliferation of must-know names and identifiers is nothing short of bewildering. One of the key features of this book is that you will always have a greater certainty about what names must be coded as is and what you have control over. Typeface conventions are designed to aid you in knowing at a glance what names are yours and what are not. Even though you may use any convention desired in your coding, when you refer to this book, the guess work or hunting has been eliminated. While I hope that the index at the end allows you to rapidly find key items, as a programmer, I know the value of being able to find a key identifier or function in the actual samples themselves. The all-in-one large pdf file is fully searchable. I have reworked my out-of-print Intermediate MFC text, which covers the intermediate MFC programming aspects. The sequel book, Windows MFC Programming II, continues where this one leaves off and covers newer MFC classes and many advanced topics not found anywhere else.

[Programming With Mfc & Visual C++ 6.0](#) Nicholas L. Pappas, Ph.D., 2016-02-09 Computer Science Design Series

Programming with MFC Visual C 6 0 This text is about how to use Windows Microsoft Foundation Classes, the MFC, and the software program Visual C 6 0 to write programs using windows without knowing how to write the complex code that produces the windows. The MFC 6 0 combination immensely simplifies the writing of any program that uses one or more windows. Second, this is about learning how to program with MFC from the bottom up so that you can produce the projects presented here. Many MFC classes and functions replace obsolete many C C and C classes and functions. Consequently, you can go directly to MFC and save a lot of time and energy. Programming with MFC allows you to work at the top of the C hierarchy while avoiding the limitations of C C and C. This text begins to show you how to program with MFC by using Visual C 6 0 to produce skeleton programs on the Visual C screen. Skeletons that include code producing the windows in which your programs will be presented. For example, skeletons that require adding only one code line to produce the Hello World program in a window. We say begin because learning how to program in any language is an endless task. There is an unavoidable cook book element to using Visual C 6 0 that dictates how to create the skeletons and where to enter code in the skeletons. This text is different. Instead of referring you to code on a disk with few, if any, comments and instead of offering partial explanations in the text requiring you to go back and forth from book to disk and wondering what to do next, we show you how code is written that actually creates programs that run on any computer using the windows operating system. That is why only the Visual C 6 0 disk is required.

We briefly explain most of the code lines used to produce the functions required by the projects We expect the reader to have a basic programming capability This text uses the Jeff Prosise text Programming Windows with MFC as a very useful reference Most of the time JP s text tells us what functions to use The MFC library included with Visual C tells us how to use them sometimes With Jeff Prosise s text supporting us we were able to write programs using windows while knowing nothing about windows programming and very little about MFC and the various C languages JP s text gave us a great start with the design process producing programs presented in one or more windows That experience brings us to this point We wrote this text because even with the JP reference we learned that we had to answer many How do we do that questions Answers we needed in order to produce programs that run Answers we share with you by presenting selected topics in the form of working projects Many types of programs can be implemented with MFC We focus on dot exe name exe executing programs JP s text makes very clear the fact that there is much much more to MFC than what is presented here As you read this text it is necessary that the Microsoft Visual C 6 0 program or a later version is up and running We strongly recommend that JP s text is right there next to you Emphasis The Visual C program supported by the MFC immensely facilitates windows program design Programming Windows with MFC Jeff Prosise,1999 A definitive book for developers who want to understand and profit from the advances inherent in C and the Microsoft Foundation Class MFC library this book explores the basics and for the first time gives authoritative coverage of OLE and ActiveX Programming with MFC for Windows 95 Victor E. Broquard,1996 Class libraries are the programmer s equivalent of a full filing cabinet and make programming simpler This book is a reference to the two Windows 95 libraries that programmers developing applications will use everyday Ideal for a programmer who does know C and C but has no Windows programming experience The CD contains sample programs

Programming Windows 95 with MFC Jeff Prosise,1996 Microsoft Foundational Class MFC is becoming a hot new standard for programmers This book authoritatively lays the foundation for developers using MFC Just as Programming Windows has become a classic for all Windows programmers using C and SDK this book will become a must have for Windows programmers using C with MFC libraries Microsoft visual C++ programming with MFC Microsoft Corporation,1995 **MFC Programming from the Ground Up** Herbert Schildt,1996 Herb Schildt describes the MFC class hierarchy and teaches how to use it to create professional quality Windows programs in record time The author clearly explains how to handle messages create menus develop dialog boxes and handle controls His clear uncompromising teaching style cuts through the difficulties of learning MFC so readers can begin producing useful code quickly The MFC Answer Book Eugène Kain,1998 The accompanying CD ROM features the complete source code and executable files for more than 100 sample programs from the text Also included on the CD ROM are numerous compiled examples of Stingray Software s Microsoft Foundation Class extension libraries BOOK JACKET MFC Programming in C++ with the Standard Template Libraries William H. Murray,Chris H. Pappas,2000 PLEASE PROVIDE PLEASE PROVIDE **Windows Programming**

Using Visual C++ and MFC Andy Yao,1999-06-01 **Windows MFC Programming II** Vic Broquard,2014-08-31 Windows MFC Programming II is the first of two intermediate Windows MFC Microsoft Foundation Class programming textbook replacing my now out of print Intermediate MFC The book assumes that the reader is skilled in basic Windows MFC programming and proceeds to cover many more advanced topics especially printing and complex document view handling Database access is presented as well as many other more advanced topics and controls such as the list and tree views Designed for a college level course or for the experienced self taught Windows MFC Programming II covers many advanced Windows MFC Microsoft Foundation Classes C Programming topics It is designed to provide you with the skills needed for an entry level career in Windows MFC programming Just check out the table of contents to see what I mean Windows MFC Programming II assumes that the reader already knows basic MFC programming covered in the previous book Windows MFC Programming I When you have finished this book you will want to obtain Windows MFC Programming III which finishes the in depth coverage of intermediate MFC topics Fonts are covered in great depth focus is on the many ways that fonts can be created and used in various functions There are six major and quite different printing situations Very little information is found in other texts on just how to print in various situations This book rectifies that deficiency Details of scaling and the use of various mapping modes are illustrated including the construction of a ruler Both list and tree controls are presented in a variety of ways and uses The document view architecture is reviewed and then greatly expanded upon in a variety of programming situations Details of just how the document and views are dynamically created by the framework are covered as well Methods of handling WYSIWYG are presented along with how to handle word wrap and justification of text Image processing is detailed including how to handle printing an image in many different ways Coupling your application to databases is presented both using the ODBC classes as well as the older DAO classes Printing database based reports is covered as well [Learn the MFC C++ Classes](#) Shirley Wodtke,1996-11 This book teaches introductory programmers who are already familiar with object oriented programming and C how to use the MFC library [Introduction to MFC Programming with Visual C++](#) Richard M. Jones,2000 1662J 5 Not just a run the wizard push the buttons guide real MFC mastery Starts from ground zero no object oriented expertise required An important but simple example illustrations how MFC invokes your virtual functions Introduces MFC Document View Architecture program structure and much more Includes more than 90 short programs illustrating collection classes mouse and keyboard techniques common controls menus and more Covers bitmap graphics and database access Simply the most effective thorough introduction to MFC you can find If you really want to master MFC there are no shortcuts but there is one great book Introduction to MFC Programming with Visual C Unlike many MFC books this one doesn't start with Microsoft's AppWizard Rather it begins by giving you an in depth grounding in the structure of MFC programs an understanding that will serve you well in every program you write Author Richard Jones also introduces the fundamentals of object oriented programming with MFC and Visual C the essential

concepts underlying MFC the Document View architecture and much more Once you understand how MFC really works Jones helps you accomplish more than you ever imagined You ll not only master MFC s common interface controls but also database access and much more Introduction to MFC Programming with Visual C contains dozens of diagrams and programs from the point snippets to sizable programs designed to demonstrate powerful software engineering techniques About the CD ROM This title originally included a CDROM that contained all of the sample programs This CDROM is no longer available nor are the sample programs

Windows Developer's Journal , 1999-08 **Learn Mfc C++ Classes** Shirley Woodtke, 1997 Mfc Microsoft Foundation Class Is The Critical Component Of Microsoft s Visual C 4 0 Compiler Which Allows Programmers And Developers To Generate Code Compatible With All Windows Applications This Title Is Targeted For Introductory Programmers Who Are Already Familiar With Object Oriented Programming And C Based On Lecture Class Notes And Student Input This Insightful Tutorial Is On The Microsoft Foundation Class Library Mfc Of C Classes It Covers Windows 3 1 95 And Nt Environments Using The Microsoft C 4 C 1 5 Symantec C 7 And Borland C 5 Compilers Menus Message Maps Graphics Text And Fast Drawing Are Explained Discussed Are Child Windows Dialogs Controls Transfer Functions And Communication Between Parent And Child For Modal And Modeless Dialogs The Book Examines The Document View Architecture And Creates Document View And Mdi Applications Concludes With A Discussion Of Property Sheets Common And Custom Controls

Essential Visual C++ 6. 0 Fast 3Island Press, 2000-02-01 *Introduction To Windows And Graphics Programming With Visual C++ (With Companion Media Pack) (Second Edition)* Roger W Mayne, 2015-06-11 The Companion Media Pack is available in the Introduction to Windows and Graphics Programming with Visual C 2nd Edition provides an accessible approach to the study of Windows programming It is intended to be an introduction to Visual C for technical people including practicing engineers engineering students and others interested in Windows programming and its convenient graphics capabilities While the book is aimed at a technical audience its mathematical content is modest and should be readable by most people with an interest in C programming Readers are introduced to Windows programming in a natural way making use of the object oriented environment the Microsoft Foundation Classes MFC and the document view organization Visual C is part of Microsoft s Visual Studio and provides full support of program development at all stages from design to debugging This second edition brings the original book up to date reflecting the evolution of Visual C and the Windows environment since the first edition All example projects figures and text in the book have been revised and coverage of touch screen developments has been added Two new chapters on touch screen programming are based on programming strategies developed throughout the book New examples demonstrate touch screen operations and consider programming for a tablet environment More than seventy example projects are provided in the book s Companion Media Pack The structure and coding for each example project are described thoroughly in a step by step fashion Exercises at the end of each chapter provide opportunities to revisit and extend the tutorial examples The media

pack files include complete program code for all projects as well as files with classes and functions for handling geometric objects and graphs The graphics examples require only standard Microsoft resources and may be easily adapted for a wide variety of application programs The Companion Media Pack can be readily updated as Visual C continues to evolve For example the first update of the media pack was made after the release of a new version of Visual C It provides a full set of example projects developed with the new version as an addition to the book s original examples Continuing updates of the media pack are planned as appropriate

Windows MFC Programming III Vic Broquard,2014-08-31 Windows MFC Programming III is the second of two intermediate Windows MFC Microsoft Foundation Class programming textbook replacing my now out of print Intermediate MFC The book assumes that the reader is skilled in basic Windows MFC programming and proceeds to cover many more advanced topics especially printing and complex document view handling Database access is presented as well as many other more advanced topics and controls such as the list and tree views Designed for a college level course or for the experienced self taught Windows MFC Programming III covers many advanced Windows MFC Microsoft Foundation Classes C Programming topics It is designed to provide you with the skills needed for an entry level career in Windows MFC programming Just check out the table of contents to see what I mean Windows MFC Programming III assumes that the reader already knows basic MFC programming covered in the previous books Windows MFC Programming I and II An in depth presentation of control bars dialog bars and tool bars is done Complex document view handling is shown How to create and work with enhanced metafiles is covered along with methods of printing The scaling and creation of fancy graphs are covered The Internet accessing classes are presented along with a primitive ftp browser Many fancy controls are illustrated along with property pages From this point alternative ways are shown using owner drawn controls and deriving your own CWnd based control to improve the control This is then extended into how to write ActiveX controls How to write DLLs is presented winding up with how to deal with multithreading How to write ActiveX controls and multithreading are also presented

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