

Programming With Mfc For Windows 95

Programmers are in a dilemma--they must learn COM to stay abreast of the developments in Windows, but it's hard to understand and use them. This book is dedicated to teaching MFC programmers what COM is and how to use it. It follows the proven learn-by-doing format, and in the course of the book the reader develops a complete application from both OLE servers and components.

This book 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. There are various chapters on new, common controls such as toolbars, tree views, and status bars. It also covers advanced topics such as Windows 95 console interface, multithreaded multitasking, floating menus, context-sensitive help, and the system registry.

The book is ideal for programmers who have worked with C++ or other Windows-based programming languages. It provides developers with everything they need to build complex desktop applications using C++. If you have already learned the C++ language, and want to take your programming to the next level, then this book is ideal for you.

Provides a detailed introduction to writing 32-bit Windows applications using C++ and the Microsoft Foundation Class (MFC) library. The text describes the Windows architecture, shows how MFC works, covers the document-view framework, and illustrates advanced concepts. The CD-ROM contains source code for all programs in the book. Annotation copyrighted by Book News, Inc., Portland, OR

Peter Norton's Guide to Windows 95/NT 4 Programming with MFC

Windows MFC Programming I

Introduction to Windows and Graphics Programming with Visual C++ .NET

Teach Yourself MFC Library Programming in 21 Days

Programming With Mfc & Visual C++

-- *Add extensions to the Developer's Studio Wizards -- 85 examples with complete working code Tired of the inadequate examples and documentation for MFC and Visual C++ development? Don't like what the Developer Studio Wizards give you? Beginning and exper*

Windows Telephony Programming: A Developer's Guide to TAPI offers C++ programmers a clear and concise tutorial to Windows Telephony that significantly reduces TAPI's steep learning curve. TAPI is an API that has standardized the interface between computers and telephony hardware. Included with Windows 9x and Windows NT, TAPI is a major element of the Windows communications backbone. Despite its growing importance, TAPI may still be very daunting and difficult to master. The author makes TAPI more accessible by revealing its underlying architecture and rationale and by relating its functions and features to specific tasks developers seek to accomplish in their applications such as making, answering, and monitoring calls, handling modem data, and building an answering machine. In addition to carefully developed, intuitive explanations, Windows Telephony Programming features numerous real-world examples of how actual TAPI programs are built, and a comprehensive C++ class library that takes much of the "grunt" work out of TAPI programming. The author also discusses building a telephony service provider and includes a complete working example. Completely up-to-date, this book covers TAPI versions 1.x to 2.0, and offers a glimpse into the future of telephony with a preview of the new TAPI 3.0 incorporated into Windows NT 5.0. To exploit the power of TAPI 3.0 when it becomes available, it is imperative that you understand TAPI 1.x and 2.0 first. This book provides the clear methodology to gain that understanding. 0201634503B04062001

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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.

Programming Windows

The C++ Standard Library

Windows MFC Programming II

Mfc Programming From The Ground Up

An Introduction to Windows Programming using the Microsoft Foundation Class Library

Microsofts Visual C++ 6.0 contains many new features to help developers build high performance applications. This book is ideal reading for those who want a quick introduction to Windows programming with Visual C++ and the Microsoft Foundation Class (MFC) library. Written in the inimitable style of the Essentials series, with lots of clear examples, this book is perfect for those who need to learn the maximum in the minimum time and to develop applications fast. Newcomers to the package will also find that Essential Visual C++ 6.0 fast will help them create applications - incorporating all the new features - quickly, effectively and productively. Topics covered include: the two key Windows classes: CFrameWnd and CWinApp; the MFC Library; message maps; controls; graphical output, and much more.

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.

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.

For use as a supplement in C++ programming courses and/or courses teaching Microsoft's Visual C++ development environment. This 200-page book is intended as a companion to Harvey and Paul Deitel's best-selling, C++ How to Program, Second Edition, or to ot

Visual C++ MFC Programming by Example

Essential Visual C++ 6.0 fast

Add Useful Reusable Features to the Microsoft Foundation Class Library

MFC Programming

Windows Telephony Programming

The only book to teach C++ programming with Microsoft Visual Studio! There's a reason why Ivor Horton's Beginning Visual C++ books dominate the marketplace. Ivor Horton has a loyal following who love his winning approach to teaching programming languages, and in this fully updated new edition, he repeats his successful formula. Offering a comprehensive introduction to both the standard C++ language and to Visual C++, he offers step-by-step programming exercises, examples, and solutions to deftly guide novice programmers through the ins and outs of C++ development. Introduces novice programmers to the current standard, Microsoft Visual C++ 2012, as it is implemented in Microsoft Visual Studio 2012 Focuses on teaching both the C++11 standard and Visual C++ 2012, unlike virtually any other book on the market Covers the C++ language and library and the IDE Delves into new features of both the C++11 standard and of the Visual C++ 2012 programming environment Features C++ project templates, code snippets, and more Even if you have no previous programming experience, you'll soon learn how to build real-world applications using Visual C++ 2012 with this popular guide.

"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

The Windows shell is the user interface for Windows 9x and Windows NT 4.0, allowing execution of common tasks such as accessing the file system, launching programs and changing system-wide settings. However, it's net just about user interaction : the shell exposes programming hooks that you can use from your own applications. This book shows you how to work with and extend the functionality of the shell, from tinkering with the Shell API to writing COM objects that get loaded into the address space. Within these pages is a compendium of shell programming techniques. You'll learn how to push the Windows shell to perform complex actions, and customise it using C++ programs. There's coverage of the Shell API, the Windows Scripting Host, and shell and namespace extensions that use the shell's object model. Who is this book for ? This title is for programmers who are experienced in Windows development and familiar with using COM and ATL to create components in Visual C+ +. The book will show you how to use COM and the Shell API to integrate your app1ication with the shell. It is not about making cosmetic changes to the desktop.

Develop real-world applications in Windows About This Book Create diverse applications featuring the versatility of Small Windows C++ library Learn about object-oriented programming in Windows and how to develop a large object-oriented class library in C++ Understand how to tackle application-specific problems along with acquiring a deep understanding of the workings of Windows architecture Who This Book Is For This book is for application developers who want a head-first approach into Windows programming. It will teach you how to develop an object-oriented class library in C++ and enhanced applications in Windows. Basic knowledge of C++ and the object-oriented framework is assumed to get the most out of this book. What You Will Learn Develop advanced real-world applications in Windows Design and implement a graphical object-oriented class library in C++ Get to grips with the workings of the integral aspects of the Win32 API, such as mouse input, drawing, cut-and-paste, file handling, and drop files Identify general problems when developing graphical applications as well as specific problems regarding drawing, spreadsheet, and word processing applications Implement classes, functions, and macros of the object-oriented class library developed in the book and how we implement its functionality by calling functions and macros in the Win32 API In Detail It is critical that modern developers have the right tools to build practical, user-friendly, and efficient applications in order to compete in today's market. Through hands-on guidance, this book illustrates and demonstrates C++ best practices and the Small Windows object-oriented class library to ease your development of interactive Windows applications. Begin with a focus on high level application development using Small Windows. Learn how to build four real-world applications which focus on the general problems faced when developing graphical applications. Get essential troubleshooting guidance on drawing, spreadsheet, and word processing applications. Finally finish up with a deep dive into the workings of the Small Windows class library, which will give you all the insights you need to build your own object-oriented class library in C++. Style and approach This book takes a tutorial-style approach that will demonstrate the features of a C++ object-oriented library by developing interactive Windows applications.

A Visual C++, MFC, and STL Tutorial

C++ Windows Programming

Microsoft Visual C++: Programming with MFC

Windows Programming Using Mfc

Microsoft Visual C++ Windows Applications by Example

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, examples 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++ 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 e 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 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 und 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 Pr (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 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 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!

Code and explanation for real-world MFC C++ Applications

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 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 metafiles is 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 a complete application.

This straightforward approach to learning Windows 95 programming by using the Microsoft Foundation Class libraries (MFC) gives readers what they need to begin programming. Expert Peter Norton provides the most concise and valuable treatmen available of Windows 95 programming with MFC Programming.

Extending the MFC Library

Beginning MFC COM Programming

Mfc Internals: Inside The Microsoft Foundation Class Architecture

Software Application Development

Visual C++ Windows Shell Programming

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.

A demonstration of Python's basic technologies showcases the programming language's possibilities as a Windows development and administration tool.

Contains full coverage of the ANSI/ISO C++ standard. The text covers classes, methods, interfaces and objects that make up the standard C++ libraries.

Software Application Development: A Visual C++, MFC, and STL Tutorial provides a detailed account of the software development process using Visual C++, MFC, and STL. It covers everything from the design to the implementation of all software modules, resulting in a demonstration application prototype which may be used to efficiently represent mathematical equations, perform interactive and intuitive model-building, and conduct control engineering experiments. All computer code is included, allowing developers to extend and reuse the software modules for their own project work. The book's tutorial-like approach empowers students and practitioners with the knowledge and skills required to perform disciplined, quality, real-world software engineering.

Help for Windows Programmers

GETTING STARTED WITH MICROSOFT VISUAL C++ 6

MFC Programming in C++ with the Standard Template Libraries

Ivor Horton's Beginning Visual C++ 2012**With a Quick Tour of Visual C++ Tools**

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.

The new version of Microsoft Visual C++ is being released with only online documentation, so for the thousands who need or simply prefer printed documentation, these books are essential. This six-volume collection contains all the information in the substantial online help system in Microsoft Visual C++. In book form, this information is portable, easy to browse, and readable.

A clear, comprehensive, well-paced description of all MFC essentials with numerous, ready-to-run examples, tips, and suggestions for those programmers transitioning from API for Windows programming. Includes in-depth boxes covering specific MFC programming topics and margin notes that provide concise information of critical terms without interrupting the text flow.

"Look it up in Petzold" remains the decisive last word in answering questions about Windows development. And in PROGRAMMING WINDOWS, FIFTH EDITION, the esteemed Windows Pioneer Award winner revises his classic text with authoritative coverage of the latest versions of the Windows operating system—once again drilling down to the essential API heart of Win32 programming. Topics

include: The basics—input, output, dialog boxes An introduction to Unicode Graphics—drawing, text and fonts, bitmaps and metafiles The kernel and the printer Sound and music Dynamic-link libraries Multitasking and multithreading The Multiple-Document Interface Programming for the Internet and intranets Packed as always with definitive examples, this newest Petzold delivers the ultimate sourcebook and tutorial for Windows programmers at all levels working with Microsoft Windows 95, Windows 98, or Microsoft Windows NT. No aspiring or experienced developer can afford to be without it. An electronic version of this book is available on the companion CD. For customers who purchase an ebook version of this title, instructions for downloading the CD files can be found in the ebook.

Programming Windows 95 with MFC

Programming with MFC for Windows 95

A Programmer's Resource

Windows MFC Programming III

A Tutorial and Reference

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 to-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.

Computer Science Design SeriesProgramming with MFC & Visual C++ This text is about how to use Windows Microsoft Foundation Classes (the MFC) and the software program Visual C++ to write programs using windows without knowing how to write the complex code that produces the

windows. The MFC/Visual C++ combination immensely simplifies the writing of any program that uses one or more windows. Second, this is about learning how 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++ 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++ 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 have 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++ 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 Prosize text "Programming Windows with MFC", as a very useful reference.With Jeff Prosize'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.

Become a successful programmer using the best-selling Teach Yourself elements: Q&A sections answer common questions that programmers have; workshop sections help you apply what you've learned; exercises and quizzes test your progress; notes/tips/cautions highlight key

concepts and potential trouble spots and family Tree program shows you how MFC can be used to make your life easier.

Brings C programmers and less advanced MFC users up to speed on MFC's implementation of traditional C++ features, presents nine different extension projects that demonstrate various applications, and discusses further modification and customization. Original. (Advanced).

MFC Programming from the Ground Up

Introduction to MFC Programming with Visual C++

Windows Programming Using Visual C++ and MFC

The MFC Windows Controls Construction Kit

Windows Programming Under the Hood of MFC

Computer Science Design SeriesProgramming with MFC & Visual C++ 6.0This 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 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 have 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 Prosize 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 Prosize'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.

This book provides an accessible approach to the study of Windows programming with Visual C++. It is intended to be an introduction to Visual C++ for technical people including practicing engineers, engineering students, and others who would like to understand Windows programming and use its inherent graphic capabilities. While the book is aimed at a technical audience, the mathematical content is modest and it should be readable by most people interested in C++ programming. It introduces readers to Windows programming in a natural way, making use of the object-oriented environment, the Microsoft Foundation Classes (MFC), and the document/view organization.Over fifty example projects are included on a companion CD. These example projects are used in the book's tutorial format initially by introducing Visual C++ programming and important C++ concepts. Then coverage of Windows programming begins with fundamental graphics operations including interactive drawing with mouse inputs. This is followed by program interaction through Windows tools for creating drop down menus, toolbar buttons, dialog windows, file input/output, output to printers, etc. Basic animation concepts are presented, using classes to develop, manipulate and display geometric shapes. Graphs are plotted as objects and the process of creating color contour plots is discussed.After using this book and following its collection of example programs, readers should be well prepared to write interactive programs which integrate Windows functionality and graphics with their own C++ programming. The step-by-step structure of each example in the book is described thoroughly and only standard Microsoft resources for graphics are required. Exercises at the end of each chapter provide opportunities to revisit and extend the tutorial examples. The project folders on the CD include complete program code for all examples. Files are also provided that contain classes and functions for handling geometric objects and graphs and which may be easily adapted for a wide variety of application programs.

"The job of the MFC team is to give the C + + Windows developer the most comprehensive assistance possible for developing working code, and I believe that commitment extends to the contents of h is eve book. I work for Microsoft, but that wont prevent me from exposing both the strengths and weakness of our framework. In these pages, I'm going to describe the majority of the Microsoft Foundation Classes. On the way, I want to focus your attention on the utility the classes provide and the way they work together. I'm not going to spend time reproducing the help files by detailing every parameter for every member function. My aim is to help you to discover the great features of Visual C + + 6 for yourself, and then I'll show you how to make the best applications, utilities and embedded objects in town, using MFC. " Mike Blaszcak. Who is this book for ? This book is for professional developers with a desire to get under the covers of the Microsoft Foundation Classes to find out why Microsoft implemented things the way they did. A good grasp of C + + and some Windows programming knowledge are assumed. Professional MFC with Visual C + + 6 is a revised version of Professional MFC with Visual C + + 5. It covers Visual C ++ 6 and MFC 6, including the new features and updates of these latest versions. Microsoft Visual Studio and the Wizards The document/view architecture of MFC. How to tweak your applications to perfection MFC improved support for the Windows common controls. How to write safe, secure, multithreaded applications. Compound document servers and containers. ActiveX controls and control containers. Using MFC to implement Internet client and server functionality. Integration of ATL with MFC. Details of the new MFC support for DHTML.

Microsoft Windows is one of the best-selling products in the world today. More & more applications are being developed using the Microsoft Foundation Classes (MFC), which along with Visual C++, is the de facto programming standard. Because most programming issues involve the use of controls (e.g. buttons, list boxes, edit boxes, etc.), this book represents a major milestone in overcoming problems associated with their usage. The target audience of the book is professional Windows programmers who are seeking to enhance their applications, & who must maintain proficiency with current & emerging technologies. It is written using the motif of the author's previous & highly successful books: practical examples explained using brief snippets of code. The book includes a diskette which contains all of the code. This book also covers the new controls just released with Windows 95; this alone is sure to make this a much sought-after title. For ordering & discount information, call Tristar Systems at 800-229-5966 or write us at 2440 SW Cary Parkway, Suite 114, Cary, NC 27513.

Professional MFC with Visual C++ 6

Python Programming On Win32

Programming With Mfc & Visual C++ 6.0

Beginning MFC Programming

A Developer's Guide to API