

## Windows Programming With Mfc

Microsoft Visual C++ Windows Applications by Example  
Microsoft Visual C++: Programming with MFC  
Introduction to Windows and Graphics Programming with Visual C++  
.NET Programming Windows  
Peter Norton's Guide to Windows 95/NT 4  
Programming with MFC  
Essential Visual C++ 6.0  
fastC++ Windows Programming  
Programming with MFC for Windows 95  
Windows Graphics Programming  
Windows MFC Programming III  
Windows Forms 2.0 Programming  
Professional MFC with Visual C++ 6  
Software Engineering and Computer Games  
Ivor Horton's Beginning Visual C++ 2010  
Mfc Programming From The Ground Up  
Windows Programming Under the Hood of MFC  
Win32 Network Programming  
VC++ MFC Extensions by Example  
Beginning MFC Programming  
MFC Programming in C++ with the Standard Template Libraries  
Programming Microsoft Visual C++  
The MFC Answer Book  
Visual C++ MFC Programming by Example  
Programming Microsoft with Mfc  
Python Programming On Win32  
Understanding C++ for MFC  
Windows MFC Programming II  
Programming With Mfc & Visual C++ 6.0  
Programming Windows with MFC  
Windows MFC Programming I  
Software Application Development  
Simulation for Applied Graph Theory Using Visual C++  
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MFC Black Book  
Introduction to MFC Programming with Visual C++  
Microsoft Visual C++ 5.0 Programmer's Reference Set  
MFC Programming

## **Microsoft Visual C++ Windows Applications by Example**

This reference set is the complete, from-the-source programmer's reference to Microsoft Visual C++.

## **Microsoft Visual C++: Programming with MFC**

This guide is for the professional programmer who needs to know what is happening at an internal level within the MFC class library. A real-world reference to MFC, MFC Internals reveals the code-level specifics of how the classes interact with the Windows operating system. Topics include data management and entry, ODBC and OLE interfaces, and more.

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

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.

### **Programming Windows**

Windows Forms 2.0 Programming is the successor to the highly praised Windows Forms Programming in C#. This edition has been significantly updated to amalgamate the sheer mass of new and improved support that is encompassed by Windows Forms 2.0, the .NET Framework 2.0, and Visual Studio 2005. This is the one book developers need in order to learn how to build and deploy leading-edge Windows Forms 2.0 applications. Readers will gain a deep understanding from Sells and Weinhardt's practical, well-balanced approach to the subject and clear code samples.

- Windows Forms 2.0 fundamentals, including forms, dialogs, data validation, help, controls, components, and rendering
- Static and dynamic layout, snap lines, HTML-style flow and table layout, automatic resizing, and automatic cross-DPI scaling
- Office 2003-style tool strip control coverage, including dynamic layout and custom rendering
- Design-time integration with the Visual Studio 2005 Properties Window and Smart Tags
- Resource management, strongly typed resources, and internationalization considerations
- Strongly typed application and user settings
- SDI, MDI, Single Instancing, Multiple-Instance SDI, Single-Instance MDI, database-centric, and document-centric applications
- Databinding data-source management, drag-and-drop databinding, the BindingSource, the

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BindingNavigator, and applied databinding • Events, delegates, multithreaded UIs, long-running operations, simplified multithreading with the BackgroundWorker, and asynchronous web service calls • ClickOnce application development publishing, shell integration, and partial trust security • Best practices for developers transitioning from Windows Forms 1.0 and MFC

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

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 treatment available of Windows 95 programming with MFC Programming.

### **Essential Visual C++ 6.0 fast**

Learn to build applications that leverage new Win32 networking capabilities. With this book, Readers will the strengths and weaknesses of Windows 95's new networking features, how to take advantage of Windows 95 capabilities at the client end, and strategies for building successful applications running on Windows and NT networks.

## **C++ Windows Programming**

This comprehensive work covers such subjects as: understanding how and why MFC works; finding out how Windows works and how to make it work for you; discovering how to program menus, toolbars, and dialogs; controlling your program's output to the screen and printer; and creating your own ActiveX controls using MFC and ATL. Each concept is supported by thorough code examples, exercises and model solutions.

## **Programming with MFC for Windows 95**

-- 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 Graphics Programming**

This book solves the dilemma of wanting to learn Windows-based software engineering without knowing Windows programming. The basics in Windows programming are explained alongside ideas of object-oriented software

engineering. (Midwest).

### **Windows MFC Programming III**

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!

### **Windows Forms 2.0 Programming**

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.

### **Professional MFC with Visual C++ 6**

"MFC Programming" covers all the basic aspects of a Windows program, including menus, windows, dialogs and controls, the mouse and graphics, the keyboard, and text. It also details MFC's application framework covering documents and various types of views.

## Software Engineering and Computer Games

The world's most complete guide to Windows graphics programming! Win32 GDI and DirectDraw: Accurate, under the hood, and in depth Beyond the API: Internals, restrictions, performance, and real-life problems Complete: Pixel, lines, curves, filled area, bitmap, image processing, fonts, text, metafile, printing, and more Up to date: Windows 2000 and Windows 98 graphics enhancements CD-ROM: Exclusive and professional quality generic C++ classes, reusable functions, demonstration programs, kernel mode drivers, GDI exploration tools, and more! Hewlett-Packard Professional Books To deliver high-performance Windows applications, you need an in-depth understanding of the Win32 GDI and DirectDraw--but until now, it's been virtually impossible to discover what's going on "behind" Microsoft's API calls. This book rips away the veil, giving experienced Windows programmers all the information and techniques they need to maximize performance, efficiency, and reliability! You'll discover how to make the most of Microsoft's Windows graphics APIs--including the important new graphics capabilities built into Windows 2000. Coverage includes: Uncovering the Windows system architecture and graphics system internal data structure Building graphics API "spies" that show what's going on "under the hood" Detecting GDI resource leaks and other powerful troubleshooting techniques Expert techniques for working with the Win32 GDI and DirectDraw APIs Device context, coordinate space and transformation, pixels, lines, curves, and area fills Bitmaps, image processing,

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fonts, text, enhanced metafiles, printing, and more "Windows Graphics Programming" delivers extensive code, practical techniques, and unprecedented insight--plus an exclusive CD-ROM containing original system-level tools, kernel mode drivers, sample code, and generic C++ classes for Windows graphics programming without MFC. If you want to build Windows graphics applications that deliver breakthrough performance and reliability, you'll find this book indispensable.

### **Ivor Horton's Beginning Visual C++ 2010**

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

### **Mfc Programming From The Ground Up**

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

### **Windows Programming Under the Hood of MFC**

Microsoft's 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.

### **Win32 Network Programming**

The leading author of programming tutorials for beginners introduces you to Visual C++ 2010 Ivor Horton is the preeminent author of introductory programming language tutorials; previous editions of his Beginning Visual C++ have sold nearly 100,000 copies. This book is a comprehensive introduction to both the Standard C++ language and to Visual C++ 2010; no previous programming experience is required. All aspects of the 2010 release are covered, including changes to the language and the C++ standard.. Microsoft Visual C++ is one of the most popular C++ development environments and compilers, used by hundreds of thousands of developers Ivor Horton's approach to programming tutorials has achieved a huge following; this book gives beginning programmers a comprehensive introduction to

both Standard C++ and Visual C++ 2010 Covers all the language changes in Visual C++ 2010, library additions, new MFC features, changes in the Visual Studio development environment, and more Also includes a brief introduction to programming for multicore processors in native C++ and C++/CLR processors Nearly 100,000 copies of this book have been sold in previous editions Beginners seeking a complete education in Visual C++ will find everything they need in Ivor Horton's Beginning Visual C++ 2010.

### **VC++ MFC Extensions by Example**

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.

### **Beginning MFC Programming**

Providing over 125 examples for Visual C++ programmers, this book reveals how Visual C++ Developer's Studio Wizards work and shows how they can improve upon the outcome.

## **MFC Programming in C++ with the Standard Template Libraries**

In addition, *INSIDE VISUAL C++, Fifth Edition*, delivers authoritative guidance on: -- Fundamentals -- GDI, event handling, dialog boxes, memory management, SDI and MDI, printing, and help -- Advanced topics-multithreading, DIBs, ODBC, and DLLs -- COM -- creating document objects, ActiveX "TM" controls, and components; automation; and using wizards and compiler extensions that support COM -- C++ programming for the Internet -- Windows "RM" Sockets, MFC WinInet, and ISAPI extension programs for Microsoft Internet Information Server An enclosed CD-ROM contains valuable sample source code and sample applications developed for the book?all of which makes this volume an indispensable tool that every professional will keep close at hand.

## **Programming Microsoft Visual C++**

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.

### **The MFC Answer Book**

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.

### **Visual C++ MFC Programming by Example**

Learn how to "color outside the lines" and create programs that work the way you want--not just the way MFC wants them to work. "MFC5 Black Book" shows readers how, explaining how to create MFC programs that are compatible with legacy systems on PCs, mini computers, or mainframes. The CD-ROM contains all examples, project files, and source code in the book plus ready-to-use MFC code files.

### **Programming Microsoft with Mfc**

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

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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.

## **Python Programming On Win32**

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.

### **Understanding C++ for MFC**

“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.

### **Windows MFC Programming II**

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 With Mfc & Visual C++ 6.0**

"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

### **Programming Windows with MFC**

Petzold for the MFC Programmer! Expanding what's widely considered the definitive exposition of Microsoft's powerful C++ class library for the Microsoft(R) Windows(R) API, PROGRAMMING WINDOWS WITH MFC, Second Edition, fully updates the classic original with all-new coverage of COM, OLE, and ActiveX(R). Author Jeff Prosise deftly builds your comprehension of underlying concepts and essential techniques for MFC programming with unparalleled expertise--once again delivering the consummate resource for rapid, object-oriented development on 32-bit Windows platforms.

## **Windows MFC Programming I**

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.

## **Software Application Development**

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.

### **Simulation for Applied Graph Theory Using Visual C++**

Extend and modify MFC code to meet your needs! Author John Swanke delivers studied examples to give you a jump-start on creating more sophisticated and powerful applications. Each example is fully annotated and ready to insert into the your application --

### **Programming Windows 95 with MFC**

The tool for visualization is Microsoft Visual C++. This popular software has the standard C++ combined with the Microsoft Foundation Classes (MFC) libraries for Windows visualization. This book explains how to create a graph interactively, solve problems in graph theory with minimum number of C++ codes, and provide friendly interfaces that makes learning the topics an interesting one. Each topic in the book comes with working Visual C++ codes which can easily be adapted as solutions to various problems in science and engineering.

### **MFC Internals**

" 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 this book. I work for Microsoft, but that won't 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 Blaszczyk. Who is this book for ? This book is for professional developers with a desire to get under the covers of the Microsoft

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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.

### **Inside Visual C++**

Jumpstart your MFC programming without the tedious study of C++! Now you can learn C++ and MFC together -- learning C++ principles on a need-to-know basis. Author Richard Raposa has refined this tutorial over years of teaching Windows programming in quick

### **Visual C++ MFC Programming by Example**

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.

### **MFC Black Book**

The acknowledged standard for unlocking the power and versatility of Microsoft Visual C++, this resource has been updated to cover the latest features that support Internet development. An enclosed CD-ROM contains valuable sample source code and sample applications developed for the book. All of which makes this volume an indispensable tool that every professional should keep close at hand.

### **Introduction to MFC Programming with Visual C++**

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++5.0 Programmer's Reference Set**

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.

### **MFC Programming**

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