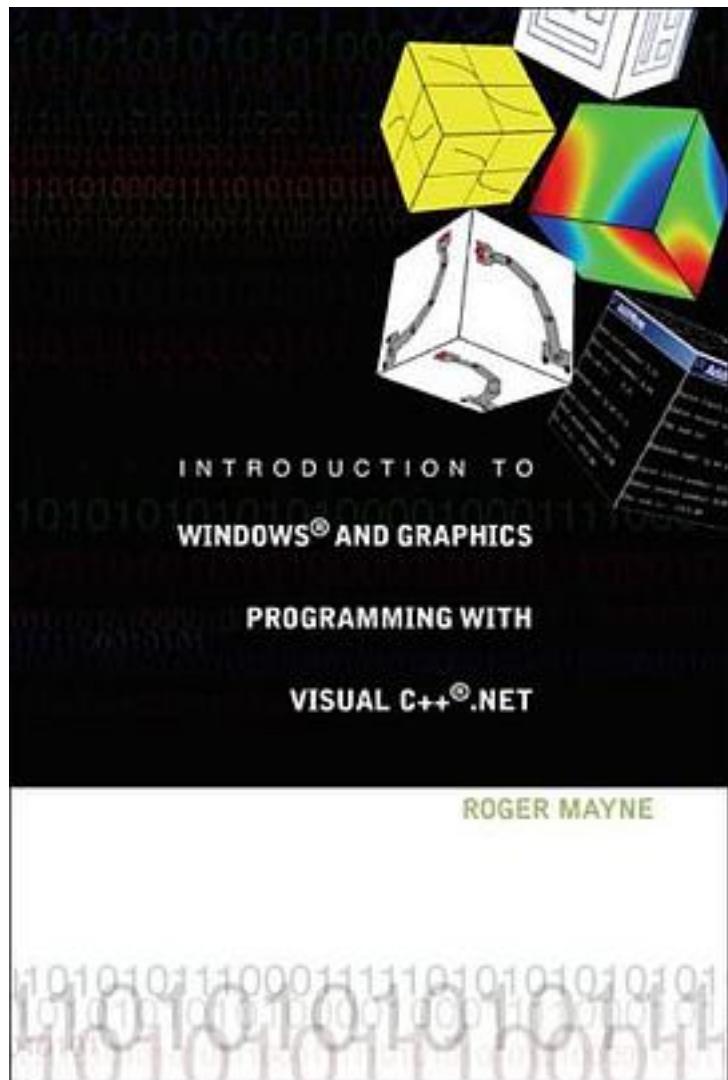


# Introduction to Windows And Graphics Programming With Visual C++net



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This book provides an accessible approach to the study of Windows[registered] programming with Visual C++[registered]. It is intended to be an introduction to Visual C++[registered] for technical people including practicing engineers, engineering students, and others who would like to understand Windows[registered] 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. Readers of this book will be introduced to Windows[registered] programming in perhaps the most natural way, by using the Visual C++[registered] object-oriented environment and the tools of the Microsoft[registered] Foundation Classes (MFC).

作者介绍:

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