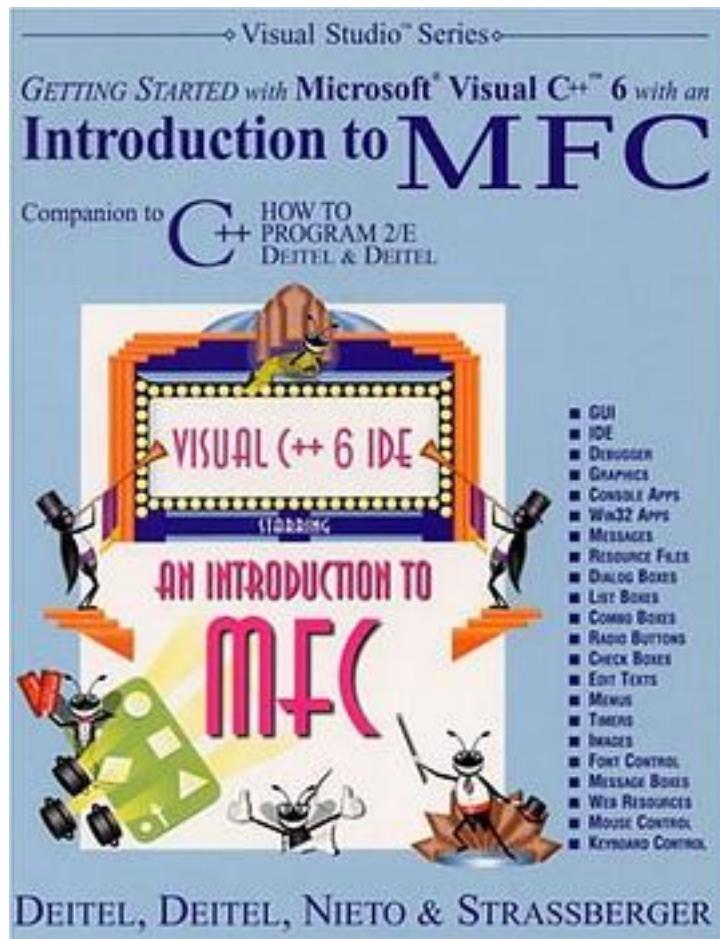


Getting Started with Microsoft Visual C++ 6 with an Introduction to MFC



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This companion to C++ How to Program, Second Edition -- the world's most widely

used C++ textbook -- carefully explains how to use Microsoft's Visual Studio 6 integrated development environment (IDE) and Visual C++ 6 to create Windows programs using the Microsoft Foundation Classes (MFC). Key topics include: Win32 and console applications; online documentation and Web resources; GUI controls; dialog boxes; graphics; message handling; the resource definition language; and the debugger. The book includes 15 "live-code" Visual C++/MFC programs with screen captures; dozens of tips, recommended practices and cautions; and exercises accompanying every chapter. This book is part of a family of resources for teaching and learning C++, including a Web site with the book's code examples, an optional interactive CD-ROM (C & C++ Multimedia Cyberclassroom), and more

作者介绍:

Harvey Deitel and Paul Deitel are principals of Deitel & Associates, Inc., a leader in programming training; and authors of C++ How to Program and Java How to Program -- each the #1 book in its market. They have taught 500,000 programmers.

T.R. Nieto, an MIT graduate, is senior lecturer at Deitel & Associates.

Edward T. Strassberger is the owner of Strassberger Software Training, Inc.

目录: 1. Visual Studio 6 Integrated Development Environment.

Introduction. Integrated Development Environment Overview: Visual C++. Online Visual C++ Documentation. Creating and Executing a C++ Application. Debugger.

2. MFC Programming: Part 1.

Introduction. MFC Classes. Messages. MFC Resources. Hungarian Notation. Win32 Application Projects. Creating Simple C++ with MFC. Menus. Dialog Boxes.

3. MFC Programming: Part 2.

Introduction. Password Protection. Processing Mouse Messages. Processing Keyboard Input Messages. Text Output.

4. MFC Graphical User Interface Controls.

Introduction. Multiline Edit Text Control. Check Boxes. Radio Button. List Boxes. Combo Boxes.

5. MFC Graphics.

Introduction. Coordinate Systems. Colors. Drawing Functions. Drawing Properties. Shapes and Lines. Timers. Images. Fonts. Closing Remarks.

Appendix: MFC Resources.

Introduction. Resources. Tutorials. FAQs. Products. Newsletters and Publications. Newsgroups.

Bibliography.

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