

Table of Contents

Introduction 1

How This Book Is Organized	2
Conventions Used in This Book	3
The Icon Crew	3

Part I: Getting to Know Visual C++ 5

Customizing the Developer's Workshop	6
Customizing Toolbars	7
Adding tools to a toolbar	8
Creating a toolbar	8
Deleting a toolbar	9
Displaying or hiding a toolbar	9
Removing tools from a toolbar	9
Renaming a toolbar	9
Resetting a toolbar	9
Menus	10
Customizing the Tools menu	11
The wizard bar action menu	11
Project Wizards	12
Starting Visual C++	13
Creating a desktop icon	13
Running Visual C++ from the Start menu	14
Window Watching	14
The Editing window	15
Exploring the Workspace window	15
The Output window	17
Workspace pop-ups	17

Part II: Creating a New Application 19

Adding Files to a Project	20
Creating and adding new files	20
Adding existing files	20
Applications	21
Dialog-based applications	21
Document applications	21
Compiling and Running a Program	21
Creating Applications	22
Dynamic Link Libraries	23
MFC AppWizard	24
Step 1: Selecting an application type	24
Step 2: Adding database support	25
Step 3: Using compound documents	25
Step 4: Adding features to your application	26
More Step 4: Document template strings	27
Even more Step 4: Window styles	28

Step 5: Comments and library options	29
Step 6: Naming your classes	29
Project Settings	30
Utility Libraries	31

Part III: Building and Debugging a Project... 33

Adding Classes to a Project	34
Adding an MFC class using the ClassWizard	34
Adding a generic class	35
Adding Document Templates	35
Step 1: Adding a string table entry	35
Step 2: Creating and adding a template	37
Adding Functions to a Class	37
Adding member functions	38
Using virtual functions	38
Adding Windows Message Handlers	39
Adding a message handler with ClassWizard	39
Adding a message handler with the Wizard Bar	40
Breakpoints	41
Setting breakpoints	41
Clearing breakpoints	42
Conditional breakpoints	42
Building an Application	43
Building a Debug version	43
Building a Release version	44
The ClassWizard	45
Compiling a Single File	46
Debugging	47
Editing Program Files	48
Error Handling	49
Programming errors	49
Syntax errors	50
Exception Handling	50
The try statement	51
The catch statement	52
Searching for Text	53
Bookmarks	53
The Find command	54
The Find in Files command and window	55
Replacing text	56
Stepping through a Program	57
Stepping into a function	57
Stepping over a function	58
Stepping out of a function	58
Watches	58
Setting watches	58
Clearing watches	58
Using QuickWatch	58
Wizard Bar	59

Part IV: The Resource Workshop 61

Accelerators	62
Creating and editing accelerators	62
Assigning accelerator IDs	62
Setting accelerator keys	62
Creating new accelerator tables	63
Animation Controls	63
Bitmaps	65
Creating and editing bitmaps	65
Importing bitmaps	66
Creating toolbars from bitmaps	66
Common Controls	67
Creating common controls	68
Adding member variables	70
Adding message handlers	72
Dialog Boxes	74
Creating a dialog box	74
Adding a dialog class	74
Edit Controls	75
Retrieving text from a text control	76
Property Sheets	77
Creating a property sheet	77
Creating property pages	77
Adding property pages to a property sheet	78
Selection Controls	79
Button controls	80
Combo boxes	80
List box	81
List controls	83
Progress bars	83
Radio buttons	84
Scroll bars	84
Sliders	84
Spin buttons	86
Tab controls	87
Tree controls	88
Wizards	90
Creating a wizard	90
Making the Finish button appear	91

Part V: The Help Workshop 93

Compiling Help Files	94
Creating a Help Project	95
The contents file	97
Making new window types	99
Editing Help Files	100
Footnotes	100



Browse sequences	102
Graphics	103
Hotspots	103
Creating links	104
Macros	105
Topic pages	106
Help Workshop Help File	107
Testing Help Files	107
Help Author Mode	108
Topic Files	109
Microsoft Word	109
WordPerfect	109
Visual C++ Help Tools	110
Segmented Hypergraphics Editor	110
Dialog Box Help Editor	112

Part VI: Constants, Arrays, and Variables... 113

Arrays	114
Accessing array elements	114
Declaring arrays	115
Pointers to arrays	117
Declaring an array variable	117
Accessing a subset of a large array	118
C++ Data Types	118
Casting Variables	119
Constants	120
Functions as Variables	121
Pointers to functions	121
Functions as structure members	122
Pointer Variables	122
Declaring pointer variables	122
Dereferencing pointer variables	123
Pointer arithmetic	123
Typecasting pointers	124
String Handling	124
Variables	126
Automatic variables	126
Static variables	127

Part VII: Decision-Making Statements 129

For Loops	130
Forever Loops	132
If Statements	133
Simple if statements	133
If-else statement	134
Multiple else conditions	135
Labels	136



Loops.....	137
Exiting loops	137
Nested loops	138
Switch Statements	138
Cases	140
Default	141
While Loops	141

Part VIII: Classes..... 143

Abstract Classes	144
Accessing Class Members	145
The private keyword	146
The protected keyword	147
The public keyword	147
Base Classes	148
Class Variables	149
Naming	150
Static versus automatic	151
Constructors	152
Declaring constructors	152
Copy constructors	153
Using multiple constructors	154
Declaring a Class	154
Derived Classes	155
Destructors	156
Friend Classes	157
Functions	158
Inline functions	158
Naming functions	159
Overloading functions	160
Virtual functions	161
Inheritance	162
Structures and Unions	163
The This Pointer	164
Virtual Classes	164

Part IX: Operators..... 167

Arithmetic Operators	168
Assignment Operators	168
Bit Control Operators	170
Increment and Decrement Operators	170
Logical Operators	171
Overloading Operators	171
Precedence and Order of Evaluation	172
The Sizeof Operator	173

Part X: Taking Advantage of Windows 175

Splash Screens	176
Threads	176
The Windows Registry	178

Part XI: The Microsoft Foundation Class..... 181

Application Classes	182
CObject — Genesis of the Classes	183
Dialog Classes	183
Dialog Command Enablers	185
MFC Programming Tips	186

Techie Talk..... 189***Book Registration Information Back of Book***