



Ivor Horton's

"If you know C++, I'll show you how you can learn MFC and master Windows programming."

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Beginning

MFC

Programming



Beginning Mfc Com Programming

SJ Ball



Beginning Mfc Com Programming:

Beginning MFC Programming Ivor Horton,1997 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 **Beginning MFC COM Programming** Julian Templeman,1997 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 *Ivor Horton's Beginning Visual C++ 2005* Ivor Horton,2006-02-20 Ivor Horton provides novice programmers with the basic tools as they learn Visual C 2005 He demonstrates the significant new features of Visual C 2005 providing improved flexibility in developing Microsoft applications in C *Windows MFC Programming I* Vic Broquard,2014-08-31 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 [Beginning Visual C++ 6](#) Ivor Horton,1998 A fast paced yet comprehensive tutorial to the C language punctuated with interesting and worthwhile example programs [Teach Yourself MFC Library Programming in 21 Days](#) Robert Shaw,1994 Beginning with the basic aspects of the MFC classes Robert Shaw then jumps into the more advanced usage and operation of the classes Each of the chapters includes real world programming examples that demonstrate the simple and advanced aspects of the selected MFC classes Disk includes all source code from the book for both Visual C and Zortech C [MFC Programming from the Ground Up](#) Herbert Schildt,1996 Herb Schildt 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 His clear uncompromising teaching style cuts through the difficulties of learning MFC so readers can begin producing useful code quickly [Introduction to Microsoft Visual C++ 6.0 Standard Edition](#) Ivor Horton,1998 **A Hitchhiker's Guide to Virtual Reality** Karen McMenemy,Robin Stuart Ferguson,2007-07-25 A Hitchhiker s Guide to Virtual Reality brings together under one cover all the aspects of graphics video audio and haptics that have to work together to make virtual reality a reality Like any good guide it reveals the practical things you need to know from the viewpoint of authors who have been there This two part guide covers the science technology and mathematics of virtual reality and then details its practical implementation The first part looks at how the interface between human senses and technology works to create virtual reality with a focus on vision the most important sense in virtual reality The second part of the book is tightly integrated with an accompanying CD which contains the programs for more than 30 virtual reality projects ranging in scope from a tool that simulates virtual sculpting to a suite of software for the control of a four projector immersive virtual environment

Introduction To Windows And Graphics Programming With Visual C++ (With Companion Media Pack) (Second Edition) Roger W Mayne,2015-06-11 The Companion Media Pack is available in the Introduction to Windows and

Graphics Programming with Visual C 2nd Edition provides an accessible approach to the study of Windows programming. It is intended to be an introduction to Visual C for technical people including practicing engineers, engineering students, and others interested in Windows programming and its convenient graphics capabilities. While the book is aimed at a technical audience, its mathematical content is modest and should be readable by most people with an interest in C programming. Readers are introduced to Windows programming in a natural way, making use of the object-oriented environment, the Microsoft Foundation Classes (MFC), and the document view organization. Visual C is part of Microsoft's Visual Studio and provides full support of program development at all stages from design to debugging. This second edition brings the original book up to date, reflecting the evolution of Visual C and the Windows environment since the first edition. All example projects, figures, and text in the book have been revised, and coverage of touch screen developments has been added. Two new chapters on touch screen programming are based on programming strategies developed throughout the book. New examples demonstrate touch screen operations and consider programming for a tablet environment. More than seventy example projects are provided in the book's Companion Media Pack. The structure and coding for each example project are described thoroughly in a step-by-step fashion. Exercises at the end of each chapter provide opportunities to revisit and extend the tutorial examples. The media pack files include complete program code for all projects, as well as files with classes and functions for handling geometric objects and graphs. The graphics examples require only standard Microsoft resources and may be easily adapted for a wide variety of application programs. The Companion Media Pack can be readily updated as Visual C continues to evolve. For example, the first update of the media pack was made after the release of a new version of Visual C. It provides a full set of example projects developed with the new version, as an addition to the book's original examples. Continuing updates of the media pack are planned as appropriate.

[Introduction to Windows and Graphics Programming with Visual C++.NET](#) Roger Mayne, 2005. 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 Visual C++ 5 ActiveX/COM Control Programming Sing Li, Panos Economopoulos, 1997 A book written by programmers Professional Visual C ActiveX Intranet Programming is a guide to creating custom ActiveX components to allow an Intranet to publish non standard data in a customized format using controls that allow presentation of and interaction with that data in a completely custom way The book is for experienced Visual C programmers who have used MFC in some depth

Introduction to MFC Programming with Visual C++ Richard M. Jones, 2000 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 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

PRO DCOM PROG. GRIMES, 1997-03-20 This book is for Win32 programmers taking up the challenge of building distributed applications using the new component object model Although there is strong emphasis on the practicalities of distributed object design and usage the text is also a complete examination of programming under COM Readers should be very familiar with C and preferably have experience of using MFC The code is described and developed using Visual C 5 MFC and ATL

C++: A Beginner's Guide, Second Edition Herbert Schildt, 2012-09-01 Essential skills

made easy Written by Herb Schildt the world s leading programming author this step by step book is ideal for first time programmers or those new to C The modular approach of this series including sample projects and progress checks makes it easy to learn to use C at your own pace PRO NT SERVICE, MILLER,1998-04-10 Service writers find the in depth coverage they need about the NT Security system including how to design a service code and implement it Covers COM hosting **PRO DCOM APPL**, Jonathan Pinnock,1998-06 This swift primer explores each of the main new COM server technologies integrating each major technology into the task Pinnock covers DCOM MTS MSMQ Clusters Legacy Systems and Management as a cohesive whole **Professional COM Applications with ATL** Sing Li,Panos Economopoulos,1998 This technical guide starts with a review of control design for an Internet Intranet connected application and of the technologies that Microsoft has assembled under the COM ActiveX umbrella It then explains COM for C programmers why it is important and how to implement COM servers and clients The book then builds ActiveX controls from the ground up using COM APIs PRO SQL SERV 7, REESE,1999-12-16 For system administrators who want an introduction to DMO and programming to enable them to move beyond the constraints of T SQL this guide features comprehensive coverage of the hottest topics in SQL Server 7 The book assumes knowledge of typical SQL system administrator **INST JAVASCRIPT**, MCFARLANE,1998-01-07 A crash course in JavaScript language for developers with HTML knowledge this book covers Dynamic HTML the new JavaScript standard ECMAScript and both Netscape s and Microsoft s JavaScript implementations Detailed reference sections are included

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Beginning Mfc Com Programming Introduction

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