

Windows Programming With Mfc

"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

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Computer Science Design Series Programming with MFC & Visual C++ This text is about how to use Windows Microsoft Foundation Classes (the MFC) and the software program Visual C++ to write programs using windows without knowing how to write the complex code that produces the windows. The MFC/Visual C++ 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++ 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++ 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),

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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++ 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 Prosise text "Programming Windows with MFC", as a very useful reference. With Jeff Prosise'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. Provides a detailed introduction to writing 32-bit Windows applications using C++

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and the Microsoft Foundation Class (MFC) library. The text describes the Windows architecture, shows how MFC works, covers the document-view framework, and illustrates advanced concepts. The CD-ROM contains source code for all programs in the book. Annotation copyrighted by Book News, Inc., Portland, OR

Using C 6 does not try to be a compendium of all the questions any person may ever have. Rather, the book focuses on teaching the reader to use Visual C, and on providing quick and easy access to answers and information on Visual C basics.

Seely presents an authoritative guide to Windows shell programming for experienced Visual C++, C++, Visual Basic, and MFC developers. He shows how to connect the MFC and ATL frameworks to any part of the Windows API, graphical or not. The CD-ROM contains powerful Windows shell code libraries and wizards.

-- 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

Written by a team of experts in Visual C++ programming, this is the ultimate

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reference for Visual C++ programmers. The integration of the text and CD makes this an invaluable tool for accomplished Visual C++ programmers--everything they need to know as well as the tools and utilities to make it work. Includes topics important to developers including File I/O, device control, performance tuning, and more.

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.

A detailed handbook for experienced developers explains how to get the most out of Microsoft's Visual Studio .NET, offering helpful guidelines on how to use its integrated development environment, start-up templates, and other features and tools to create a variety of applications, including Web services. Original. (Advanced)

The book is ideal for programmers who have worked with C++ or other Windows-based programming languages. It provides developers with everything they need to build complex desktop applications using C++. If you have already learned the C++ language, and want to take your programming to the next level, then this book is ideal for you.

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

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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

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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!

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.

The MFC is a collection of C++ classes that programmers can reuse to create the main body of

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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.

The only book to teach C++ programming with Microsoft Visual Studio! There's a reason why Ivor Horton's Beginning Visual C++ books dominate the marketplace. Ivor Horton has a loyal following who love his winning approach to teaching programming languages, and in this fully updated new edition, he repeats his successful formula. Offering a comprehensive introduction to both the standard C++ language and to Visual C++, he offers step-by-step programming exercises, examples, and solutions to deftly guide novice programmers through the ins and outs of C++ development. Introduces novice programmers to the current standard, Microsoft Visual C++ 2012, as it is implemented in Microsoft Visual Studio 2012 Focuses on teaching both the C++11 standard and Visual C++ 2012, unlike virtually any other book on the market Covers the C++ language and library and the IDE Delves into new features of both the C++11 standard and of the Visual C++ 2012 programming environment Features C++ project templates, code snippets, and more Even if you have no previous programming experience, you'll soon learn how to build real-world applications using Visual C++ 2012 with this popular guide.

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

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menus, context-sensitive help, and the system registry.

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.

" 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 Blaszcak. Who is this book for ? This book is for professional developers with a desire to get under the covers of the Microsoft 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.

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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.

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 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.

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Learn C++ with the best tutorial on the market! Horton's unique tutorial approach and step-by-step guidance have helped over 100,000 novice programmers learn C++. In Ivor Horton's Beginning Visual C++ 2013, Horton not only guides you through the fundamentals of the standard C++ language, but also teaches you how C++ is used in the latest Visual Studio 2013

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environment. Visual Studio 2013 includes major changes to the IDE and expanded options for C++ coding. Ivor Horton's Beginning Visual C++ 2013 will teach you the latest techniques to take your Visual C++ coding to an all-new level. C++ language and library changes supported under Visual Studio 2013 IDE-specific changes for code formatting and debugging Changes to the C++ Standard Language for both C++ 11 and the new C++ 14 And more Horton introduces you to both Standard C++ and Visual C++ so you can build any component your app requires. Ivor Horton's Beginning Visual C++ 2013 is an indispensable guidebook for any new programmer, and contains plenty of exercises and solutions to help programmers of any level master the important concepts quickly and easily.

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.

Proudly presenting the latest edition of one of the all-time bestselling books on the C++ language, successful author Ivor Horton repeats the formula that has made each previous edition so popular by teaching you both the standard C++ language and C++/CLI as well as Visual C++ 2008. Thoroughly updated for the 2008 release, this book shows you how to build real-world applications using Visual C++ and guides you through the ins and outs of C++ development. With this book by your side, you are well on your way to becoming a successful C++ programmer.

Microsoft Foundational Class (MFC) is becoming a hot new standard for programmers. This

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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.

PLEASE PROVIDE PLEASE PROVIDE

A clear, comprehensive, well-paced description of all MFC essentials with numerous, ready-to-run examples, tips, and suggestions for those programmers transitioning from API for Windows programming. Includes in-depth boxes covering specific MFC programming topics and margin notes that provide concise information of critical terms without interrupting the text flow.

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

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

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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.

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

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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

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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.

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

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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.

“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

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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.

Microsofts 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.

Focusing on using the Microsoft Foundation Classes (MFC) effectively in Windows

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programs, this book contains extensive coverage of Database programming and the new Windows 95 controls. It provides valuable techniques for customizing MFC programs. Readers gain a better understanding of MFC by learning how to build their own classes.

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.

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

The premium certification for professionals who design and develop custom business solutions with Microsoft development tools, technologies, and platforms offers comprehensive preparation for exam 70-016. Original. (Intermediate).

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).

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 illustrates 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,

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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.

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