



*Ivor Horton's*

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

*"First I'll help you build a solid understanding of MFC from the ground up. You'll gain practical Windows programming skills by applying your C++ knowledge to an ongoing MFC project in clear, graduated examples. You'll progress from the basics of solving MFC, right to the cutting edge of ActiveX control development in easy steps. Soon you'll be building your own fully functional Windows applications."*

*"There's a lot of it - but it's great fun - and it's easier than you think."*

# Beginning

# MFC

## Programming



# Beginning Mfc Com Programming

**Ivor Horton**



## **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 *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 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 **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

**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

[Programming with MFC and Visual C++](#) Nicholas L Pappas, PH D,Nicholas Pappas,2017-09-04 Computer Science Design Series Programming with MFC Visual C Prerequisite Microsoft Visual C 6 0 or equivalent Recommended especially if you are new to MFC Jeff Prosise Programming Windows with MFC 1337 pages ISBN 1572 316 950 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 creating front panels using dialog boxes in which you place controls push button combo box slider text box etc in precise positions and how to initialize program the controls We say begin because learning how to program in any language is an endless task Especially MFC with its hundreds of functions At this point we believe it is very important that you view the table of contents to know what we have chosen to present from the thousands of possibilities We believe our choices represent the basic know how one needs to get going with MFC 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 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 Prosis text Programming Windows with MFC as a very useful reference With Jeff Prosis 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

**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

*Ivor Horton's Beginning Visual C++ 2013* Ivor Horton,2014-04-11 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 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 [Ivor Horton's Beginning Visual C++ 2008](#) Ivor Horton,2011-08-26 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 *The Complete Idiot's Guide to a Career in Computer Programming* Jesse Liberty,1999 Describes the job market qualifications career paths and common pitfalls and includes information on interviewing working with employment agencies and resumes *Introduction to Microsoft Visual C++ 6.0 Standard Edition* Ivor Horton,1998 *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 [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 *Windows MFC Programming II* Vic Broquard, 2014-08-31 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 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      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 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      **The Microsoft Foundation Class Library Programming** Steven Holzner,1993 A thorough introduction and reference to the Microsoft Foundation Class Libraries Provides complete coverage of the Windows API as well as guidelines for using the MFC2 framework and pre built components included with MFC2 Includes a review of C standard techniques including inheritance polymorphism and encapsulation and time saving hints tips and ideas      **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      Visual C++ 6 Programming Blue Book Stephen D. Gilbert,Bill McCarty,1998 Demonstrates how to write programs using the Microsoft Foundation Classes MFCs Covers building Visual C Windows applications using the latest Microsoft tools and components using controls and wizards using Microsoft s ODBC technology using ActiveX controls to build database applications and developing rational database applications The CD ROM contains all the source code for the example programs and MFC utilities Annotation copyrighted by Book News Inc Portland OR      *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

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