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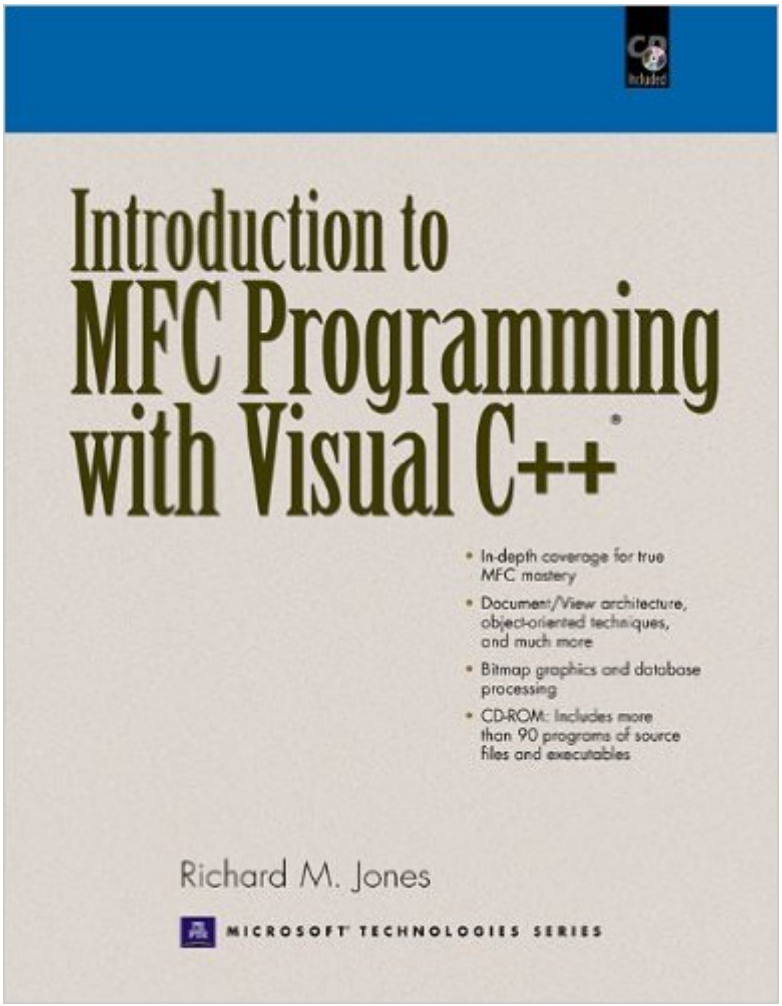

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Synopsis

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For reader who has a fairly good background in C++, this book is a good introduction to MFC programming/Visual C++. It is written for individuals who want an in-depth practical understanding of MFC programming, and who are willing to put the time and effort into the learning of it. The book includes a CD which includes the 90 different sample programs in the book. In chapter 1, the author introduces MFC utility objects in console applications. The three utility classes CString, CPoint, and CRect are used to create a simple Windows application. The author is careful to distinguish between a console application, which has the main() function, and a windows program, which does not. The CString class is used, instead of the standard C++ library class, and this is standard in MFC programming. The author advises the reader to think of CString objects as an actual object, and not as a pointer to a string. This is an example of value (or "copy") semantics, wherein the value is copied, and not just the pointer. Programmers concerned about performance issues commonly use this feature of C++. The author gives an interesting method to extract a string from a stream into a CString object, and how to use the Format() function to convert a value to a string for eventual display in a window. A review of classes in C++ is given in Chapter 2, with emphasis on how virtual functions get executed in windows applications. The author shows explicitly how to use Visual Studio to add a class and member functions, and a good discussion is given on the difference

between passing parameters by value, by reference, and by pointer. The role of the member function "this" is discussed also.

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