



"This book is about getting your MFC applications to work together and share information using OLE, ActiveX and COM.

You'll begin by finding out about COM at its base level, so that you understand what you're dealing with. Then you'll move on to discover how to program object servers and containers, how to create ActiveX controls, and how to implement Automation - all the time using the support provided by MFC to help you.

There's never been a clearer route in these technologies for the MFC user; this is the book that cuts through the terminology and tells it like it is."

Julian Templeman's

Beginning MFC COM Programming

WROX

Beginning Mfc Com Programming

Julia Schneider



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

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

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 **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 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 *Windows Developer's Journal* ,1997 BEG VIS C++ 5, Ivor Horton, 1997-02-20 This book is for anyone who wants to learn C and Windows programming with Visual C 5 and MFC The title contains a complete C tutorial from first principles Learn how to design and write object oriented programs understand how and why MFC works find out how to make Windows work for you and create your own ActiveX controls using MFC and ATL

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Table of Contents Beginning Mfc Com Programming

1. Understanding the eBook Beginning Mfc Com Programming
 - The Rise of Digital Reading Beginning Mfc Com Programming
 - Advantages of eBooks Over Traditional Books
2. Identifying Beginning Mfc Com Programming
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Beginning Mfc Com Programming
 - User-Friendly Interface
4. Exploring eBook Recommendations from Beginning Mfc Com Programming
 - Personalized Recommendations
 - Beginning Mfc Com Programming User Reviews and Ratings
 - Beginning Mfc Com Programming and Bestseller Lists
5. Accessing Beginning Mfc Com Programming Free and Paid eBooks
 - Beginning Mfc Com Programming Public Domain eBooks
 - Beginning Mfc Com Programming eBook Subscription Services
 - Beginning Mfc Com Programming Budget-Friendly Options

6. Navigating Beginning Mfc Com Programming eBook Formats
 - ePub, PDF, MOBI, and More
 - Beginning Mfc Com Programming Compatibility with Devices
 - Beginning Mfc Com Programming Enhanced eBook Features
7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Beginning Mfc Com Programming
 - Highlighting and Note-Taking Beginning Mfc Com Programming
 - Interactive Elements Beginning Mfc Com Programming
8. Staying Engaged with Beginning Mfc Com Programming
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Beginning Mfc Com Programming
9. Balancing eBooks and Physical Books Beginning Mfc Com Programming
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Beginning Mfc Com Programming
10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
11. Cultivating a Reading Routine Beginning Mfc Com Programming
 - Setting Reading Goals Beginning Mfc Com Programming
 - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of Beginning Mfc Com Programming
 - Fact-Checking eBook Content of Beginning Mfc Com Programming
 - Distinguishing Credible Sources
13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
14. Embracing eBook Trends
 - Integration of Multimedia Elements

- Interactive and Gamified eBooks

Beginning Mfc Com Programming Introduction

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