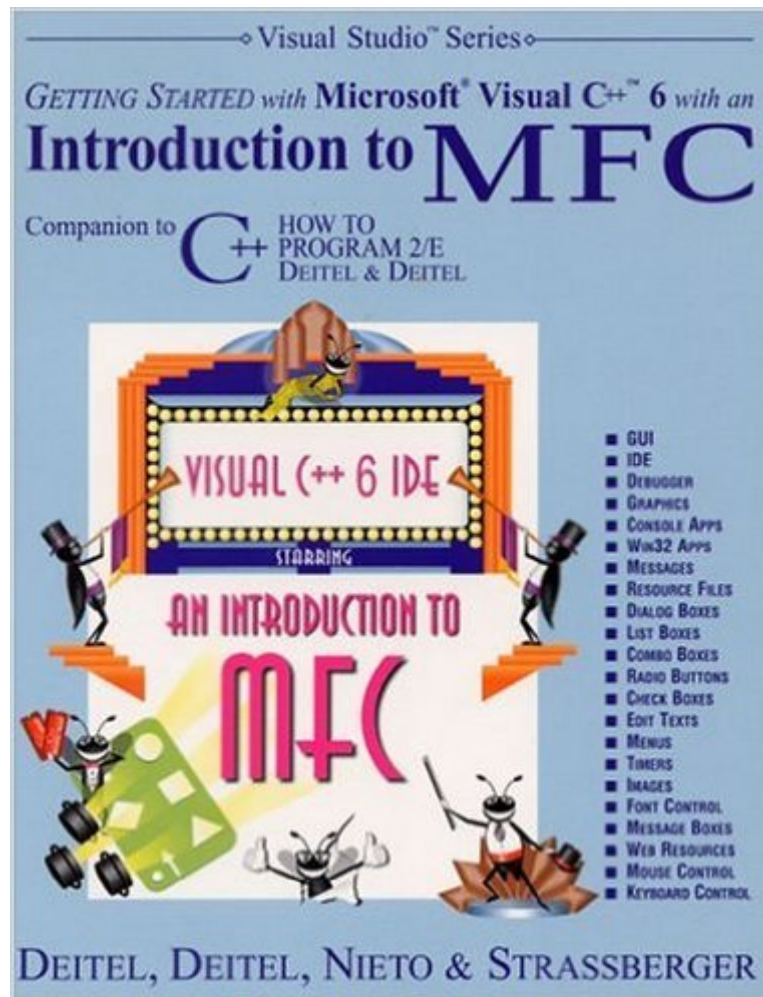# Getting Started With Microsoft Visual C++ 6 With An Introduction To MFC (2nd Edition)

Synopsis

This companion to C++ How to Program, Second Edition -- the world's most widely used C++ textbook -- carefully explains how to use Microsoft's Visual Studio 6 integrated development environment (IDE) and Visual C++ 6 to create Windows programs using the Microsoft Foundation Classes (MFC). Key topics include: Win32 and console applications; online documentation and Web resources; GUI controls; dialog boxes; graphics; message handling; the resource definition language; and the debugger. The book includes 15 "live-code" Visual C++/MFC programs with screen captures; dozens of tips, recommended practices and cautions; and exercises accompanying every chapter. This book is part of a family of resources for teaching and learning C++, including a Web site with the book's code examples, an optional interactive CD-ROM (C & C++ Multimedia Cyberclassroom), and more. For anyone interested in developing with Visual C++ and MFC.

Book Information

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Customer Reviews

This book provides an excellent introduction toVisual C++ 6 and MFC for those new to the subject or still a little shaky. There seems to be a great abundance of bad-mediocre books on Visual C++ and/or MFC. This book, in contrast, achieves what it sets out to do in spades. It starts off explaining the Developer Studio envirnonment, so that even those who have never seen/used Microsoft Visual C++ before are taken by the hand.The first example is a console (ie non-windows...black screen with only a text interface similar in appaerance to a dos program) application. The rest of the book

then deals with writing programs specifically for Microsoft Windows with buttons, combo boxes and other such graphical components. There's even a chapter on drawing and including bitmap files. The book presumes a good knowledge of standard C++ , and recommends the " C++ How to Program" book written by the same authors. It is, however, not essential to have read this book in particular though to fully understand "Getting Started...MFC". A good C++ basis obtained from any good book such as the excellent work by Lafore ("Object-Orientated Programming in C++") is more than sufficient.Its pedagogical merit is second to none and is ideally suited as a first read on the subject for reasons including the following:(1) Its short and sweet (about 140 pages), and could even be read in a single week or so by a motivated reader.(2) The " live-code " propounded on the cover as a characteristic of exapmles in the book is in fact simply an attitude adopted by the authors. They realise the value of illuminating the concepts they discuss by illustrating them in complete examples (and not just code snippets as is the case in many other books).

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