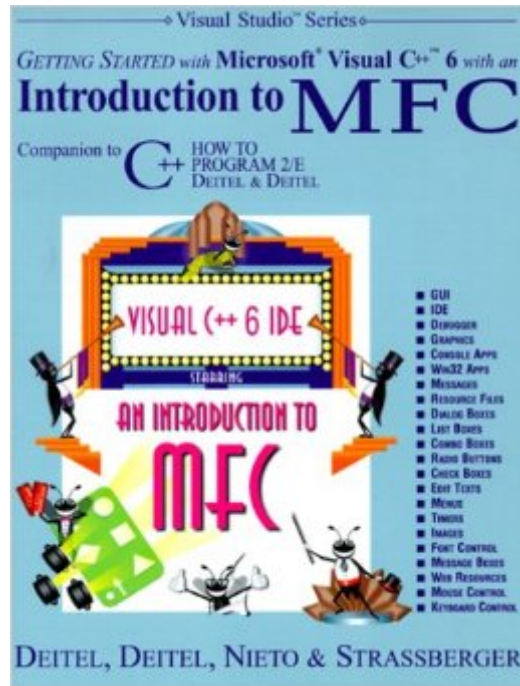


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# Getting Started With Visual C++ 6 With An Introduction To MFC



## Synopsis

This title shows the reader the features of Visual C++ and the application development tool Visual Studio 6. It goes on to create applications using the Microsoft Foundation classes. The text contains end-of-chapter questions, tips, study guides and colour illustrations.

## Book Information

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## Customer Reviews

This book provides an excellent introduction to Visual 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 environment, 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 appearance 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 examples 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). These examples are then dissected and described step-by-step leaving the reader confident that he/she feels fully comfortable with every aspect of the example. This unfortunately, is a teaching practice that most other authors seem to undervalue. Needless to say, the examples are prudently chosen for their pedagogical content and are carefully kept short, while still containing all elements necessary to illuminate the ideas under consideration.(3) All examples used in the book are available for download from the authors web site. These downloads include not only the source code, but also the files (\*.dsw etc.) necessary to set up the workspace with a simple double click. (This can be especially helpful for readers with little experience who don't have to worry about creating the workspaces, setting properties etc. themselves).(4) Each chapter finishes with an extensive (typically a page or more) summary and also a page or two long section titled 'Terminology'. This section lists the new terms, function/class names, etc. that have been introduced in the course of the chapter, giving the reader the opportunity to check that they have assimilated these new terms comfortably. In some chapters there are also some short helpful sections at the end such as those titled 'Good Programming Practice', 'Programming Tips' etc. Exercises are also abundant. Unfortunately, answers to the exercises are however, not provided.(5) The authors wisely refrain completely from using the Visual C++ wizards. Though helpful (among other things as time saving devices), these wizards and the cryptic (skeleton) code they produce, generally confuse new users more than help them. The aim in this book is on understanding the topics covered and the MFC classes used, fully, rather than getting the most sophisticated project up and running in the shortest possible time. All in all, it's almost impossible to say anything bad about this book, except that it's a pity that solutions to the exercises are not also included. Unfortunately there is (as yet) no follow up book by these authors covering the same topic but at a deeper level for those who have already read "Getting Started...MFC". If/When it appears I'll be the first to buy it.

I think it is a great companion to "C++ How to Program 2/E" I have purchased "Teach Yourself Visual C++6 in 21 Days", the professional reference edition, but it uses the wizards so much you can't quite catch everything that is going on. Deitel's book teaches you straight programming techniques without the wizard, that are easy to understand, and implement. Like it says. It is Getting started, so

the basics are here. You will probably need another book to learn how to use some of the more integrated things.

...I am pleased with the organization of the material covered in this book. The Deitels start the book with a warm-up chapter on working in the Visual C++ IDE, moving on to creating basic GUIs using MFC; these GUIs include dialogs, frames, toolbars, menu bars, command buttons, etc.. The info on message mapping and handling was very helpful: That's the basis for MFC programming. Like the title implies, this book is an introduction to Visual C++ programming using MFC; do not expect to become an expert in Windows programming after reading this book. Becoming an efficient MFC programmer takes years of practice, but if you need to start from somewhere, then give this book a try! Nevertheless, this book won't do you much good if you are not already a C++ programmer. This book is short, yet detailed like any other book by the Deitels. I own three other books by them and they've become permanent references in my computer programming library. Their publications go way below the surface of programming languages to extract the essential concepts needed for their readers to become proficient programmers.

Reading this little book (only 163 pages!) is the best way for a complete novice to get started learning MFC. The examples in the book are clear and easy to understand and all code is carefully commented line by line. No black magic anywhere. After reading this book you will understand the basic principles behind MFC. The book of course only covers a small part of MFC. The authors do not cover Wizards and the Document/View architecture. So after reading this book you must read some other book that covers those topics. There are lots of them. You will find a dozen in any book store. But read this book first. Otherwise Wizards and Document/View apps will just seem like black magic. This book will give you a solid foundation that helps you understand what you are doing.

Make no mistake, this is a book about Visual C++, Microsoft Foundation Classes and beginning Windows programming. It provides a good introduction with complete programs to demonstrate the concepts. The exercises and programming problems provide insight into the text and give readers a chance to put their understanding into practice. Also, if you are using this as an instructor, be aware the examples have not been updated to use the STL or the newer ANSI cast functions. If you are looking for a short overview, this book is for you. If you are looking for a more comprehensive text on VC++, search for books with a higher page count. If you are looking to learn C++, try the Deitel's other book, C++ How To Program.

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