

UNIT I

Windows, Visual C++ .NET - The Windows Programming Model - Visual C++ .NET Components - The MFC Application Wizard - .NET Support - The Microsoft Foundation Class Library Application Framework - MFC Essentials - Visual C++ .NET Wizards - Windows Message Mapping - Classic GDI Functions, Fonts, and Bitmaps

UNIT II

Modal and Modeless Dialog Boxes - Common Controls - ActiveX Controls - Menus, Keyboard Accelerators, the Rich Edit Control, and Property Sheets - Toolbars and Status Bars - ToolTips

UNIT III

Reading and Writing Documents - Printing and Print Preview - Splitter Windows and Multiple Views- Context-Sensitive Help - Win32 Core Memory Management - Windows Message Processing and Multi-Threaded Programming - SDI and MDI Applications

UNIT IV

Dynamic-Link Libraries - The Component Object Model – OLE – COM using Active Template Library ATL and ActiveX Controls - OLE DB

UNIT V

Internet Essentials - Introducing Dynamic HTML - ATL Server - Microsoft .NET

REFERENCES

1. George Shepherd; David Kruglinski, "Programming with Microsoft Visual C++ .NET"