

AIM:

To introduce windows programming and to cover visual C++ in detail.

OBJECTIVES:

- To introduce event driven programming
- To develop and display a window
- To illustrate the working of message loop
- To introduce window messages
- To illustrate the data types
- To program using Bitmaps
- To develop dialog based applications
- To use static controls
- To use dynamic controls
- To understand document view architecture
- To understand modal and modeless dialogs
- To develop DLL.

UNIT I WINDOWS PROGRAMMING

8

The windows programming Model- Event driven programming- GUI concepts – Overview of Windows programming – Creating the window – Displaying the window – message Loop – windows procedure – WM_PAINT message – WM_DESTROY message – Data types – Resources - An Introduction to GDI – Device context- Text output- Scroll Bars – Keyboard – Mouse – Menus.

UNIT II VISUAL C++ PROGRAMMING

10

Visual C++ components – Introduction to Microsoft Foundation Classes Library – Getting started with AppWizard – Class Wizard – Event handling – Keyboard and Mouse events - Graphics Device Interface, Colors, Fonts, Pen, Brush, Single and Multiple document interface - Reading and Writing documents – WM – SIZE, WM-CHAR messages. Resources – Bitmaps creation, usage of BMP and displaying a file existing as a BMP.

UNIT III CONTROLS

9

Dialog Based Applications, controls – Animate control, List Box, Combo Box, Label , Edit box , Radio button, frame, command button , image list, CRect tracker, Tree control , CtabControl - Dynamic controls – slider control , progress control. Inheriting CTreeView – CrichteditView

UNIT IV DOCUMENT CLASS

9

Document view Architecture, Serialization - Multithreading. Menus – Keyboard Accelerators – Tool bars – Tool tip - property sheet. Modal Dialog, Modeless Dialog - CColorDialog, CFileDialog

UNIT V ADVANCED CONCEPTS

9

Status bars – To display in existing status bar, creating new status bar - splitter windows and multiple views – Dynamic Link Library – Data base Management with ODBC, TCP/IP, Winsock and Winlnet, ActiveX control – creation and usage, Container class, Exception handling and MFC debugging support.

TOTAL= 45 PERIODS**TEXT BOOKS:**

1. Charles Petzold, "Programming Windows", Microsoft press, 1998.
2. David Kruglinski.J, "Programming Microsoft Visual C++", Fifth Edition, Microsoft press, 1998.

REFERENCES:

1. Steve Holzner, "Visual C++ 6 programming", Wiley Dreamtech India Pvt. Ltd.,2003.
2. Kate Gregory "Microsoft Visual C++ .Net", Que, 2003 .
3. Herbert Schildt , " MFC programming from the GroundUp" , Second Edition, Osborne/Tata McGraw – Hill, 1998.
4. Pappar and Murray, "Visual C++ : The Complete Reference", Tata McGraw – Hill, 2000