

1. Record Nr.	UNINA9910454264303321
Autore	Bjonander Stefan
Titolo	Microsoft Visual C++ Windows applications by example [[electronic resource]] : code and explanation for real-world MFC C++ applications // Stefan Bjonander
Pubbl/distr/stampa	Birmingham, U.K., : Packt Publishing Ltd., 2008
ISBN	1-281-73757-7 9786611737573 1-84719-557-1
Edizione	[1st edition]
Descrizione fisica	1 online resource (440 p.)
Disciplina	005.13/3
Soggetti	C++ (Computer program language) Application software - Development Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cover; Table of Contents; Preface; Chapter 1: Introduction to C++; The Compiler and the Linker; The First Program; Comments; Types and Variables; Simple Types; Variables; Constants; Input and Output; Enumerations; Arrays; Pointers and References; Pointers and Dynamic Memory; Defining Our Own Types; The Size and Limits of Types; Hungarian Notation; Expressions and Operators; Arithmetic Operators; Pointer Arithmetic; Increment and Decrement; Relational Operators; Logical Operators; Bitwise Operators; Assignment; The Condition Operator; Precedence and Associativity; Statements Selection StatementsIteration Statements; Jump Statements; Expression Statements; Functions; Void Functions; Local and Global Variables; Call-by-Value and Call-by-Reference; Default Parameters; Overloading; Static Variables; Recursion; Definition and Declaration; Higher Order Functions; The main() Function; The Preprocessor; The ASCII Table; Summary; Chapter 2: Object-Oriented Programming in C++; The Object-Oriented Model; Classes; The First Example; The Second Example; Inheritance; Dynamic Binding; Arrays of Objects; Pointers and Linked Lists; Stacks and Linked Lists; Operator Overloading

Exceptions; Templates; Namespaces; Streams and File Processing; Summary; Chapter 3: Windows Development; Visual Studio; The Document/View Model; The Message System; The Coordinate System; The Device Context; The Registry; The Cursor; Serialization; Summary; Chapter 4: Ring: A Demonstration Example; The Application Wizard; Colors and Arrays; Catching the Mouse; Drawing the Rings; Setting the Coordinate System and the Scroll Bars; Catching the Keyboard Input; Menus, Accelerators, and Toolbars; The Color Dialog; The Registry; Serialization; Summary; Chapter 5: Utility Classes
The Point, Size, and Rectangle Classes; The Color Class; The Font Class; The Caret Class; The List Class; The Set Class; The Array Class; Error Handling; Summary; Chapter 6: The Tetris Application; The Tetris Files; The Square Class; The Color Grid Class; The Document Class; The View Class; The Figure Class; The Figure Information; The Red Figure; The Brown Figure; The Turquoise Figure; The Green Figure; The Yellow Figure; The Blue Figure; The Purple Figure; Summary; Chapter 7: The Draw Application; The Resource; The Class Hierarchy; The Figure Class; The TwoDimensionalFigure Class
The LineFigure Class; The ArrowFigure Class; The RectangleFigure Class; The EllipseFigure Class; The TextFigure Class; The FigureFileManager Class; The Document Class; The View Class; Summary; Chapter 8: The Calc Application; The Resource; Formula Interpretation; The Tokens; The Reference Class; The Scanner-Generating the List of Tokens; The Parser-Generating the Syntax Tree; The Syntax Tree-Representing the Formula; The Spreadsheet; The Cell-Holding Text, Value, or Formula; The Cell Matrix-Managing Rows and Columns; The Target Set Matrix Class; The Document/View Model; The Document Class
The View Class

Sommario/riassunto

Code and explanation for real-world MFC C++ Applications
