



"This book is about getting your MFC applications to work together and share information using OLE, ActiveX and COM.

You'll begin by finding out about COM at its base level, so that you understand what you're dealing with. Then you'll move on to discover how to program object servers and containers, how to create ActiveX controls, and how to implement Automation - all the time using the support provided by MFC to help you.

There's never been a clearer route in these technologies for the MFC user; this is the book that cuts through the terminology and tells it like it is."

Julian Templeman's

Beginning MFC COM Programming

WROX

Beginning Mfc Com Programming

Alan R. Feuer



Beginning Mfc Com Programming:

Beginning MFC Programming Ivor Horton, 1997 The MFC is a collection of C classes that programmers can reuse to create the main body of their code that all Windows applications have in common This is the perfect tutorial to Windows programming with MFC and develops a complete and realistic example application in MFC Beginning MFC COM Programming Julian Templeman, 1997 Programmers are in a dilemma they must learn COM to stay abreast of the developments in Windows but it s hard to understand and use them This book is dedicated to teaching MFC programmers what COM is and how to use it It follows the proven learn by doing format and in the course of the book the reader develops a complete application from both OLE servers and components Beginning Visual C++ 6 Ivor Horton, 1998 A fast paced yet comprehensive tutorial to the C language punctuated with interesting and worthwhile example programs *Introduction To Windows And Graphics Programming With Visual C++ (With Companion Media Pack) (Second Edition)* Roger W Mayne, 2015-06-11 The Companion Media Pack is available in the Introduction to Windows and Graphics Programming with Visual C 2nd Edition provides an accessible approach to the study of Windows programming It is intended to be an introduction to Visual C for technical people including practicing engineers engineering students and others interested in Windows programming and its convenient graphics capabilities While the book is aimed at a technical audience its mathematical content is modest and should be readable by most people with an interest in C programming Readers are introduced to Windows programming in a natural way making use of the object oriented environment the Microsoft Foundation Classes MFC and the document view organization Visual C is part of Microsoft s Visual Studio and provides full support of program development at all stages from design to debugging This second edition brings the original book up to date reflecting the evolution of Visual C and the Windows environment since the first edition All example projects figures and text in the book have been revised and coverage of touch screen developments has been added Two new chapters on touch screen programming are based on programming strategies developed throughout the book New examples demonstrate touch screen operations and consider programming for a tablet environment More than seventy example projects are provided in the book s Companion Media Pack The structure and coding for each example project are described thoroughly in a step by step fashion Exercises at the end of each chapter provide opportunities to revisit and extend the tutorial examples The media pack files include complete program code for all projects as well as files with classes and functions for handling geometric objects and graphs The graphics examples require only standard Microsoft resources and may be easily adapted for a wide variety of application programs The Companion Media Pack can be readily updated as Visual C continues to evolve For example the first update of the media pack was made after the release of a new version of Visual C It provides a full set of example projects developed with the new version as an addition to the book s original examples Continuing updates of the media pack are planned as appropriate *The Complete Idiot's Guide to a Career in Computer Programming* Jesse

Liberty,1999 Describes the job market qualifications career paths and common pitfalls and includes information on interviewing working with employment agencies and resumes *Introduction to Windows and Graphics Programming with Visual C++.NET* Roger Mayne,2005 This book provides an accessible approach to the study of Windows programming with Visual C It is intended to be an introduction to Visual C for technical people including practicing engineers engineering students and others who would like to understand Windows programming and use its inherent graphic capabilities While the book is aimed at a technical audience the mathematical content is modest and it should be readable by most people interested in C programming It introduces readers to Windows programming in a natural way making use of the object oriented environment the Microsoft Foundation Classes MFC and the document view organization Over fifty example projects are included on a companion CD These example projects are used in the book s tutorial format initially by introducing Visual C programming and important C concepts Then coverage of Windows programming begins with fundamental graphics operations including interactive drawing with mouse inputs This is followed by program interaction through Windows tools for creating drop down menus toolbar buttons dialog windows file input output output to printers etc Basic animation concepts are presented using classes to develop manipulate and display geometric shapes Graphs are plotted as objects and the process of creating color contour plots is discussed After using this book and following its collection of example programs readers should be well prepared to write interactive programs which integrate Windows functionality and graphics with their own C programming The step by step structure of each example in the book is described thoroughly and only standard Microsoft resources for graphics are required Exercises at the end of each chapter provide opportunities to revisit and extend the tutorial examples The project folders on the CD include complete program code for all examples Files are also provided that contain classes and functions for handling geometric objects and graphs and which may be easily adapted for a wide variety of application programs Introduction to Microsoft Visual C++ 6.0 Standard Edition Ivor Horton,1998 *A Hitchhiker's Guide to Virtual Reality* Karen McMenemy,Robin Stuart Ferguson,2007-07-25 A Hitchhiker s Guide to Virtual Reality brings together under one cover all the aspects of graphics video audio and haptics that have to work together to make virtual reality a reality Like any good guide it reveals the practical things you need to know from the viewpoint of authors who have been there This two part guide covers the science technology and mathematics of virtual reality and then details its practical implementation The first part looks at how the interface between human senses and technology works to create virtual reality with a focus on vision the most important sense in virtual reality The second part of the book is tightly integrated with an accompanying CD which contains the programs for more than 30 virtual reality projects ranging in scope from a tool that simulates virtual sculpting to a suite of software for the control of a four projector immersive virtual environment C++: A Beginner's Guide, Second Edition Herbert Schildt,2012-09-01 Essential skills made easy Written by Herb Schildt the world s leading programming author this step by step book is ideal for first time programmers or those new

to C The modular approach of this series including sample projects and progress checks makes it easy to learn to use C at your own pace Visual C++ 6 Programming Blue Book Stephen D. Gilbert,Bill McCarty,1998 Demonstrates how to write programs using the Microsoft Foundation Classes MFCs Covers building Visual C Windows applications using the latest Microsoft tools and components using controls and wizards using Microsoft s ODBC technology using ActiveX controls to build database applications and developing rational database applications The CD ROM contains all the source code for the example programs and MFC utilities Annotation copyrighted by Book News Inc Portland OR PRO DCOM APPL, Jonathan Pinnock,1998-06 This swift primer explores each of the main new COM server technologies integrating each major technology into the task Pinnock covers DCOM MTS MSMQ Clusters Legacy Systems and Management as a cohesive whole

PRO NT SERVICE, MILLER,1998-04-10 Service writers find the in depth coverage they need about the NT Security system including how to design a service code and implement it Covers COM hosting PRO DCOM PROG, GRIMES,1997-03-20 This book is for Win32 programmers taking up the challenge of building distributed applications using the new component object model Although there is strong emphasis on the practicalities of distributed object design and usage the text is also a complete examination of programming under COM Readers should be very familiar with C and preferably have experience of using MFC The code is described and developed using Visual C 5 MFC and ATL

Professional COM Applications with ATL Sing Li,Panos Economopoulos,1998 This technical guide starts with a review of control design for an Internet Intranet connected application and of the technologies that Microsoft has assembled under the COM ActiveX umbrella It then explains COM for C programmers why it is important and how to implement COM servers and clients The book then builds ActiveX controls from the ground up using COM APIs *Windows 95 Programming for Dummies* Stephen R. Davis,1995 Covering all the topics of Windows programming this helpful guide gives readers the necessities and gets them programming without hassles The book covers callbacks messages client server processing basics memory and multitasking to name a few **PRO ASP 2.0**, FRANCIS,1998 Active Server Pages is part of Microsoft s server based technology It enhances HTML pages for a Web or corporate intranet PRO SQL SERV 7, REESE,1999-12-16 For system administrators who want an introduction to DMO and programming to enable them to move beyond the constraints of T SQL this guide features comprehensive coverage of the hottest topics in SQL Server 7 The book assumes knowledge of typical SQL system administrator **INST HTML PROG**, HOMER,Chris Ullman,Steve Wright,1997-12-19 Anyone who wants to learn about HTML will benefit from this book The chapters give readers a basic grounding in all aspects of HTML while the reference section features access to valuable information in a concise and easy format **MFC Programming** Alan R. Feuer,1997 MFC Programming covers all the basic aspects of a Windows program including menus windows dialogs and controls the mouse and graphics the keyboard and text It also details MFC s application framework covering documents and various types of views **BEG VIS C++ 5**, Ivor Horton,1997-02-20 This book is for anyone who wants to learn C and

Windows programming with Visual C 5 and MFC The title contains a complete C tutorial from first principles Learn how to design and write object oriented programs understand how and why MFC works find out how to make Windows work for you and create your own ActiveX controls using MFC and ATL

The Enigmatic Realm of **Beginning Mfc Com Programming**: Unleashing the Language is Inner Magic

In a fast-paced digital era where connections and knowledge intertwine, the enigmatic realm of language reveals its inherent magic. Its capacity to stir emotions, ignite contemplation, and catalyze profound transformations is nothing short of extraordinary. Within the captivating pages of **Beginning Mfc Com Programming** a literary masterpiece penned by a renowned author, readers attempt a transformative journey, unlocking the secrets and untapped potential embedded within each word. In this evaluation, we shall explore the book's core themes, assess its distinct writing style, and delve into its lasting impact on the hearts and minds of people who partake in its reading experience.

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Table of Contents Beginning Mfc Com Programming

1. Understanding the eBook Beginning Mfc Com Programming
 - The Rise of Digital Reading Beginning Mfc Com Programming
 - Advantages of eBooks Over Traditional Books
2. Identifying Beginning Mfc Com Programming
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Beginning Mfc Com Programming
 - User-Friendly Interface
4. Exploring eBook Recommendations from Beginning Mfc Com Programming
 - Personalized Recommendations
 - Beginning Mfc Com Programming User Reviews and Ratings
 - Beginning Mfc Com Programming and Bestseller Lists

5. Accessing Beginning Mfc Com Programming Free and Paid eBooks
 - Beginning Mfc Com Programming Public Domain eBooks
 - Beginning Mfc Com Programming eBook Subscription Services
 - Beginning Mfc Com Programming Budget-Friendly Options
6. Navigating Beginning Mfc Com Programming eBook Formats
 - ePub, PDF, MOBI, and More
 - Beginning Mfc Com Programming Compatibility with Devices
 - Beginning Mfc Com Programming Enhanced eBook Features
7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Beginning Mfc Com Programming
 - Highlighting and Note-Taking Beginning Mfc Com Programming
 - Interactive Elements Beginning Mfc Com Programming
8. Staying Engaged with Beginning Mfc Com Programming
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Beginning Mfc Com Programming
9. Balancing eBooks and Physical Books Beginning Mfc Com Programming
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Beginning Mfc Com Programming
10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
11. Cultivating a Reading Routine Beginning Mfc Com Programming
 - Setting Reading Goals Beginning Mfc Com Programming
 - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of Beginning Mfc Com Programming
 - Fact-Checking eBook Content of Beginning Mfc Com Programming
 - Distinguishing Credible Sources
13. Promoting Lifelong Learning

- Utilizing eBooks for Skill Development
- Exploring Educational eBooks

14. Embracing eBook Trends

- Integration of Multimedia Elements
- Interactive and Gamified eBooks

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