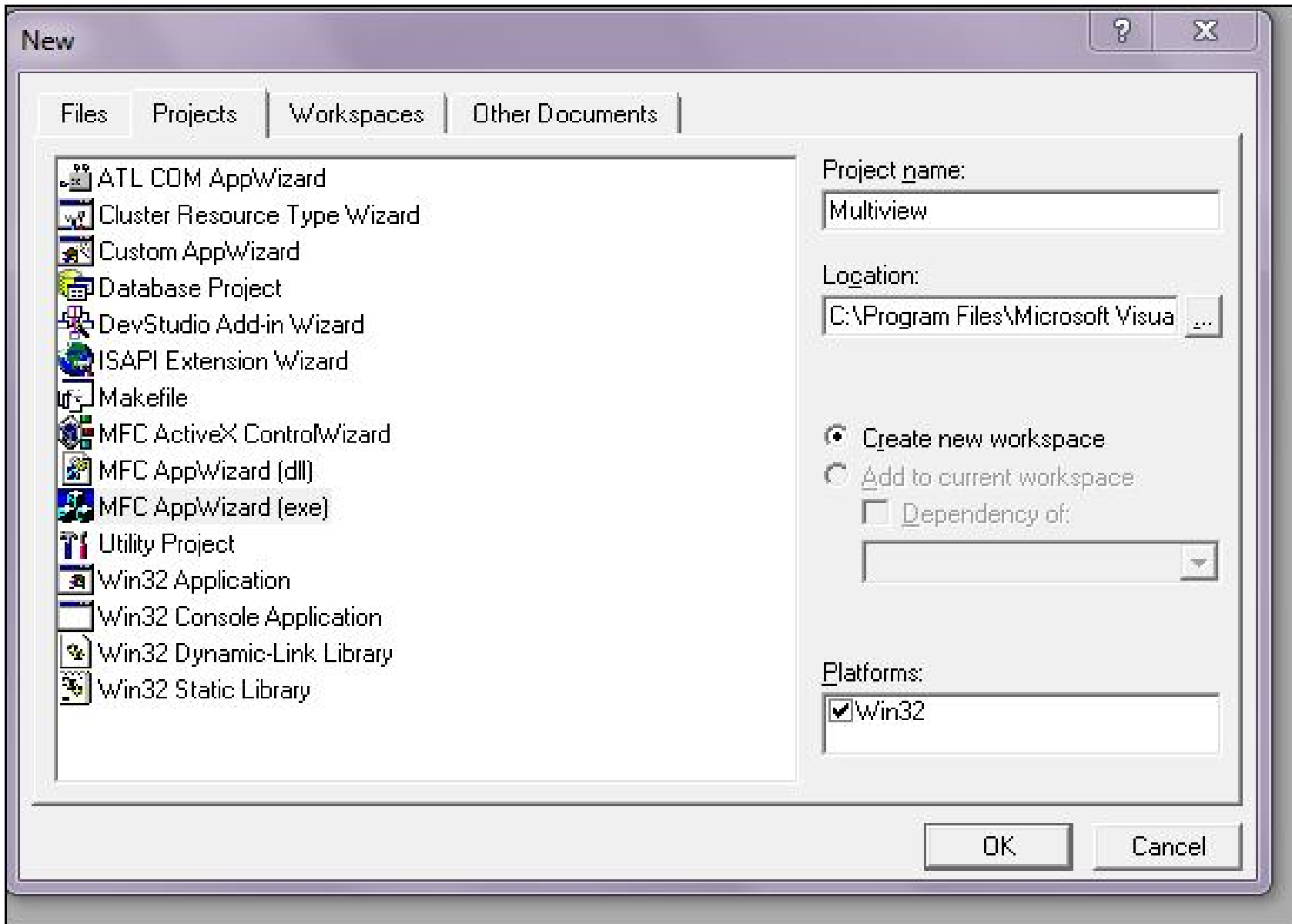


Multiple Document



MFC AppWizard - Step 1



What type of application would you like to create?

- Single document
- Multiple documents
- Dialog based
- Document/View architecture support?

What language would you like your resources in?

English [United States] (APPWZENU.DLL ▾)

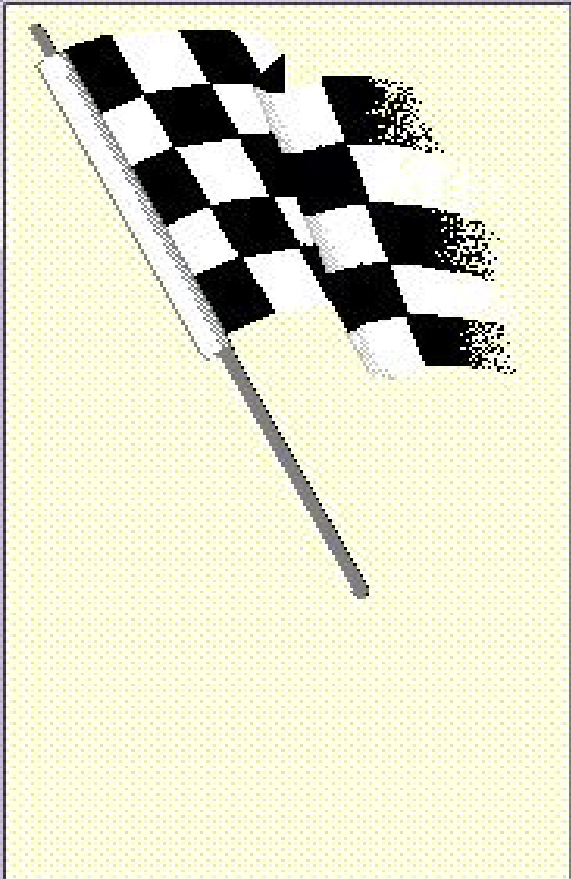
< Back

Next >

Finish

Cancel

MFC AppWizard - Step 6 of 6



AppWizard creates the following classes for you:

- CMultiviewView
- CMultiviewApp
- CMainFrame
- CChildFrame
- CMultiviewDoc

Class name:

CMultiviewView

Header file:

MultiviewView.h

Base class:

CView

Implementation file:

MultiviewView.cpp

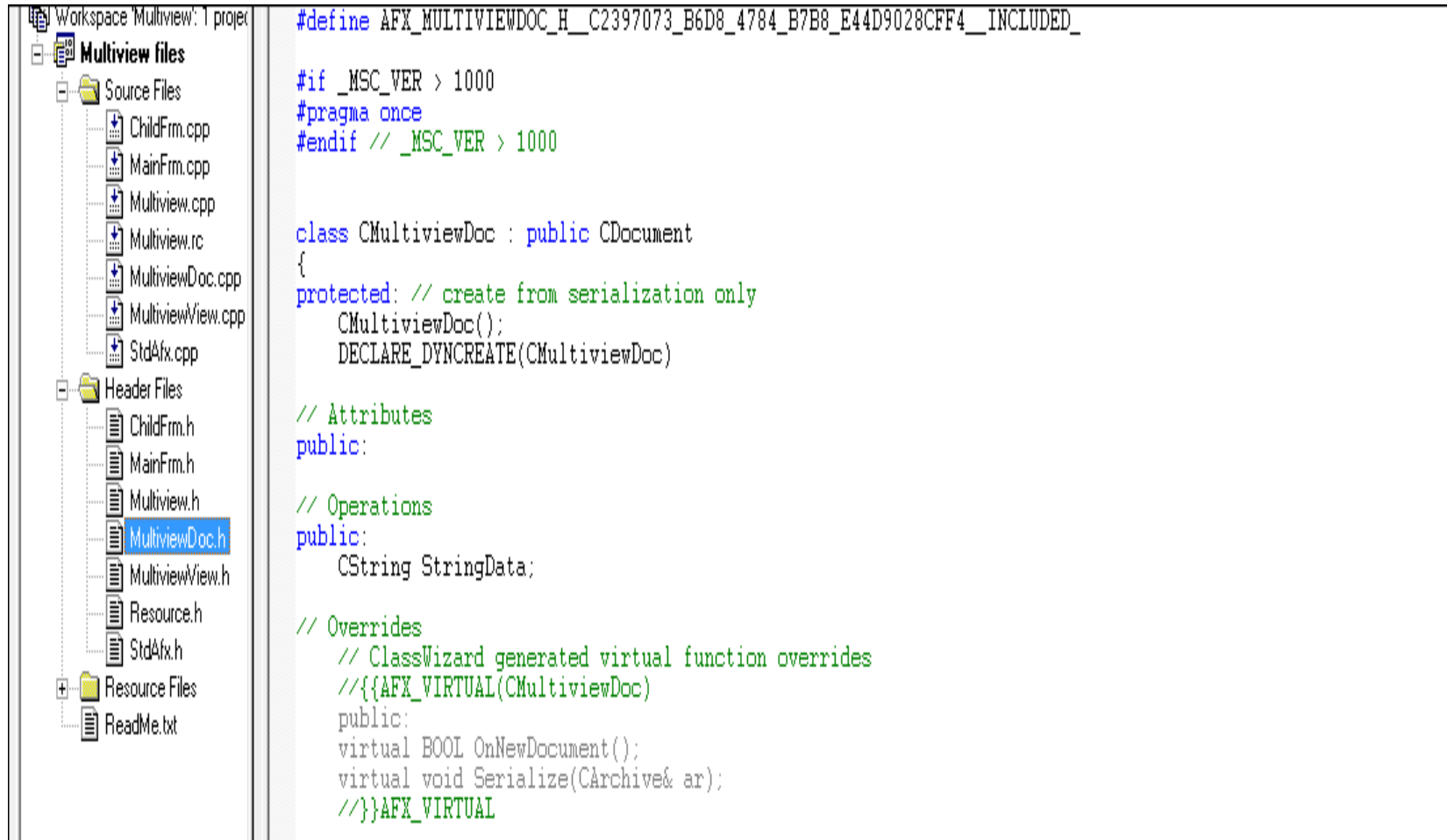
< Back

Next >

Finish

Cancel

MultiViewDoc.h



The image shows a screenshot of an IDE with a project structure on the left and the content of a header file on the right. The project structure is as follows:

- Workspace 'Multiview': 1 project
 - Multiview files
 - Source Files
 - ChildFrm.cpp
 - MainFrm.cpp
 - Multiview.cpp
 - Multiview.rc
 - MultiviewDoc.cpp
 - MultiviewView.cpp
 - StdAfx.cpp
 - Header Files
 - ChildFrm.h
 - MainFrm.h
 - Multiview.h
 - MultiviewDoc.h**
 - MultiviewView.h
 - Resource.h
 - StdAfx.h
 - Resource Files
 - ReadMe.txt

The content of `MultiViewDoc.h` is as follows:

```
#define AFX_MULTIVIEWDOC_H_C2397073_B6D8_4784_B7B8_E44D9028CFF4_INCLUDED_

#if _MSC_VER > 1000
#pragma once
#endif // _MSC_VER > 1000

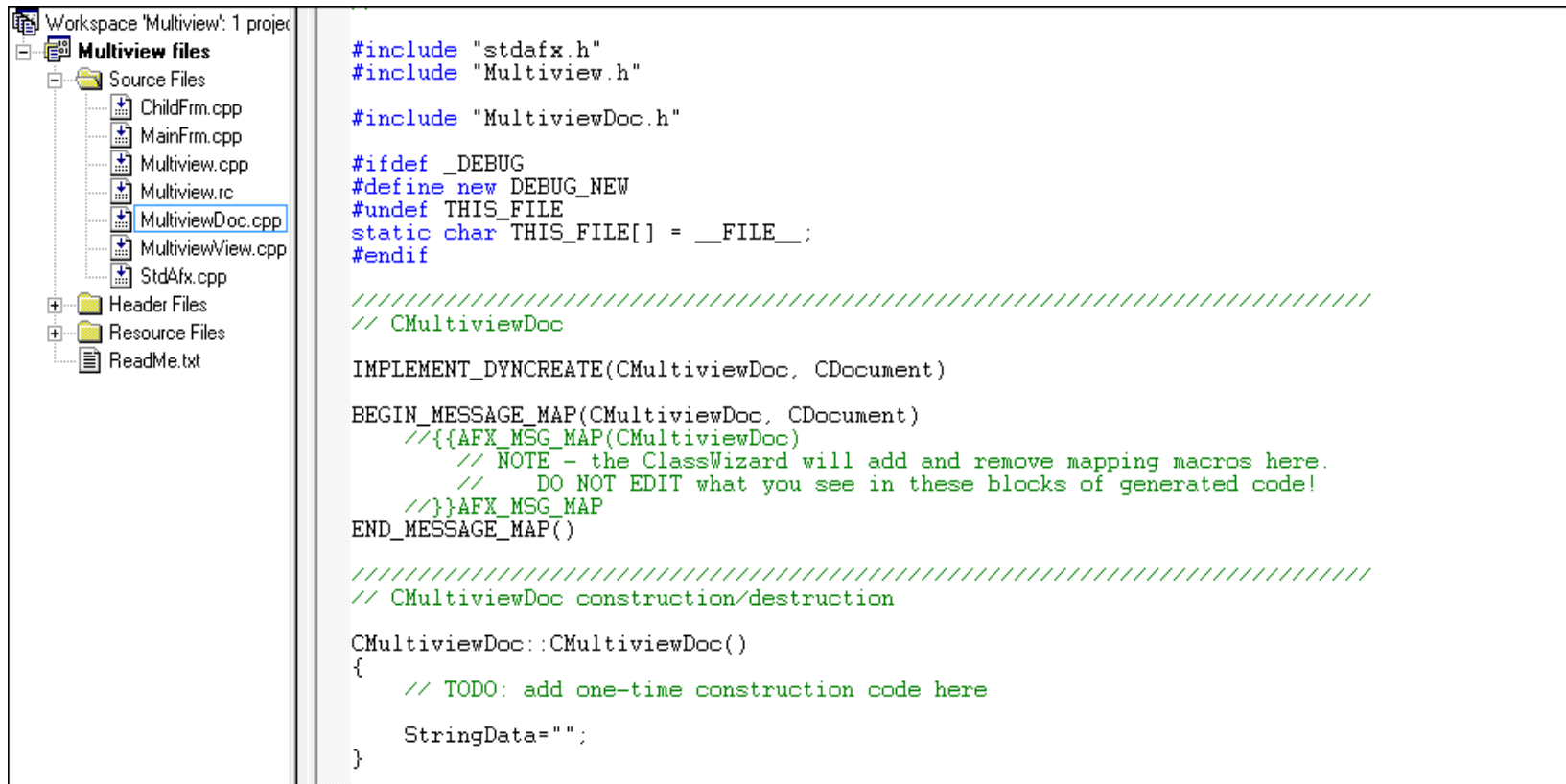
class CMultiviewDoc : public CDocument
{
protected: // create from serialization only
    CMultiviewDoc();
    DECLARE_DYNCREATE(CMultiviewDoc)

// Attributes
public:

// Operations
public:
    CString StringData;

// Overrides
    // ClassWizard generated virtual function overrides
    //{{AFX_VIRTUAL(CMultiviewDoc)
public:
    virtual BOOL OnNewDocument();
    virtual void Serialize(CArchive& ar);
    //}}AFX_VIRTUAL
```

MultiviewDoc.cpp



The image shows a screenshot of an IDE workspace. On the left, a tree view shows the project structure under 'Workspace 'Multiview': 1 project'. The 'Multiview files' folder is expanded, showing 'Source Files' with files: ChildFrm.cpp, MainFrm.cpp, Multiview.cpp, Multiview.rc, MultiviewDoc.cpp (highlighted), MultiviewView.cpp, and StdAfx.cpp. Below 'Source Files' are 'Header Files', 'Resource Files', and 'ReadMe.txt'. The main editor area displays the code for MultiviewDoc.cpp.

```
#include "stdafx.h"
#include "Multiview.h"

#include "MultiviewDoc.h"

#ifdef _DEBUG
#define new DEBUG_NEW
#undef THIS_FILE
static char THIS_FILE[] = __FILE__;
#endif

////////////////////////////////////
// CMultiviewDoc

IMPLEMENT_DYNCREATE(CMultiviewDoc, CDocument)

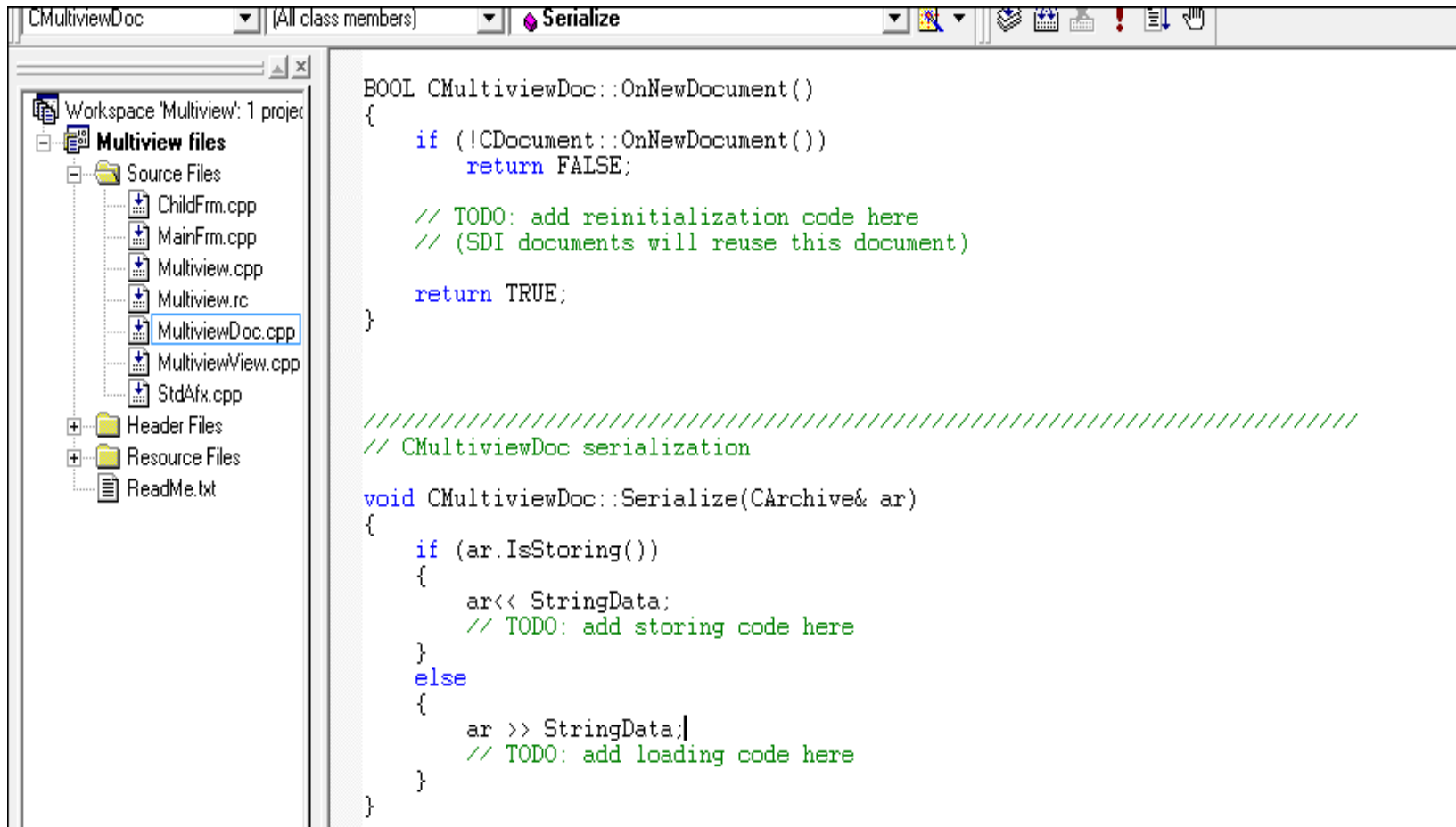
BEGIN_MESSAGE_MAP(CMultiviewDoc, CDocument)
//{{AFX_MSG_MAP(CMultiviewDoc)
// NOTE - the ClassWizard will add and remove mapping macros here.
// DO NOT EDIT what you see in these blocks of generated code!
//}}AFX_MSG_MAP
END_MESSAGE_MAP()

////////////////////////////////////
// CMultiviewDoc construction/destruction

CMultiviewDoc::CMultiviewDoc()
{
    // TODO: add one-time construction code here

    StringData="";
}
```

MultiviewDoc.cpp



```
CMultiviewDoc (All class members) Serialize
Workspace 'Multiview: 1 project'
  Multiview files
    Source Files
      ChildFrm.cpp
      MainFrm.cpp
      Multiview.cpp
      Multiview.rc
      MultiviewDoc.cpp
      MultiviewView.cpp
      StdAfx.cpp
    Header Files
    Resource Files
    ReadMe.txt

BOOL CMultiviewDoc::OnNewDocument()
{
    if (!CDocument::OnNewDocument())
        return FALSE;

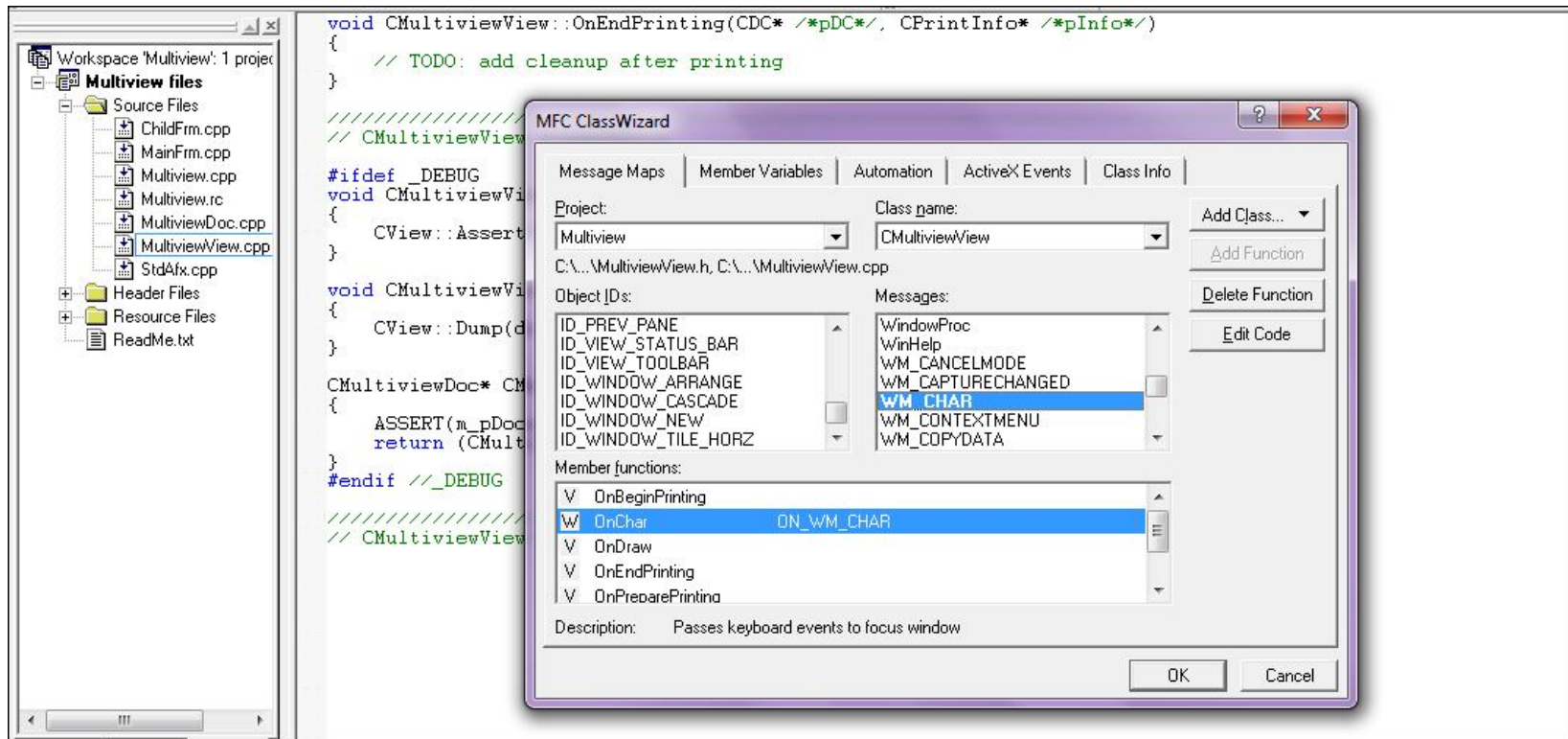
    // TODO: add reinitialization code here
    // (SDI documents will reuse this document)

    return TRUE;
}

////////////////////////////////////
// CMultiviewDoc serialization

void CMultiviewDoc::Serialize(CArchive& ar)
{
    if (ar.IsStoring())
    {
        ar<< StringData;
        // TODO: add storing code here
    }
    else
    {
        ar >> StringData;
        // TODO: add loading code here
    }
}
```


Event Handler



Event Handler



The image shows a code editor window with a project file tree on the left and C++ source code on the right. The file tree, titled 'Workspace 'Multiview': 1 project', shows a folder 'Multiview files' containing 'Source Files' (ChildFrm.cpp, MainFrm.cpp, Multiview.cpp, Multiview.rc, MultiviewDoc.cpp, MultiviewView.cpp, StdAfx.cpp) and 'Header Files', 'Resource Files', and 'ReadMe.txt'. The code on the right is from MultiviewView.cpp and includes:

```
{
    CView::AssertValid();
}

void CMultiviewView::Dump(CDumpContext& dc) const
{
    CView::Dump(dc);
}

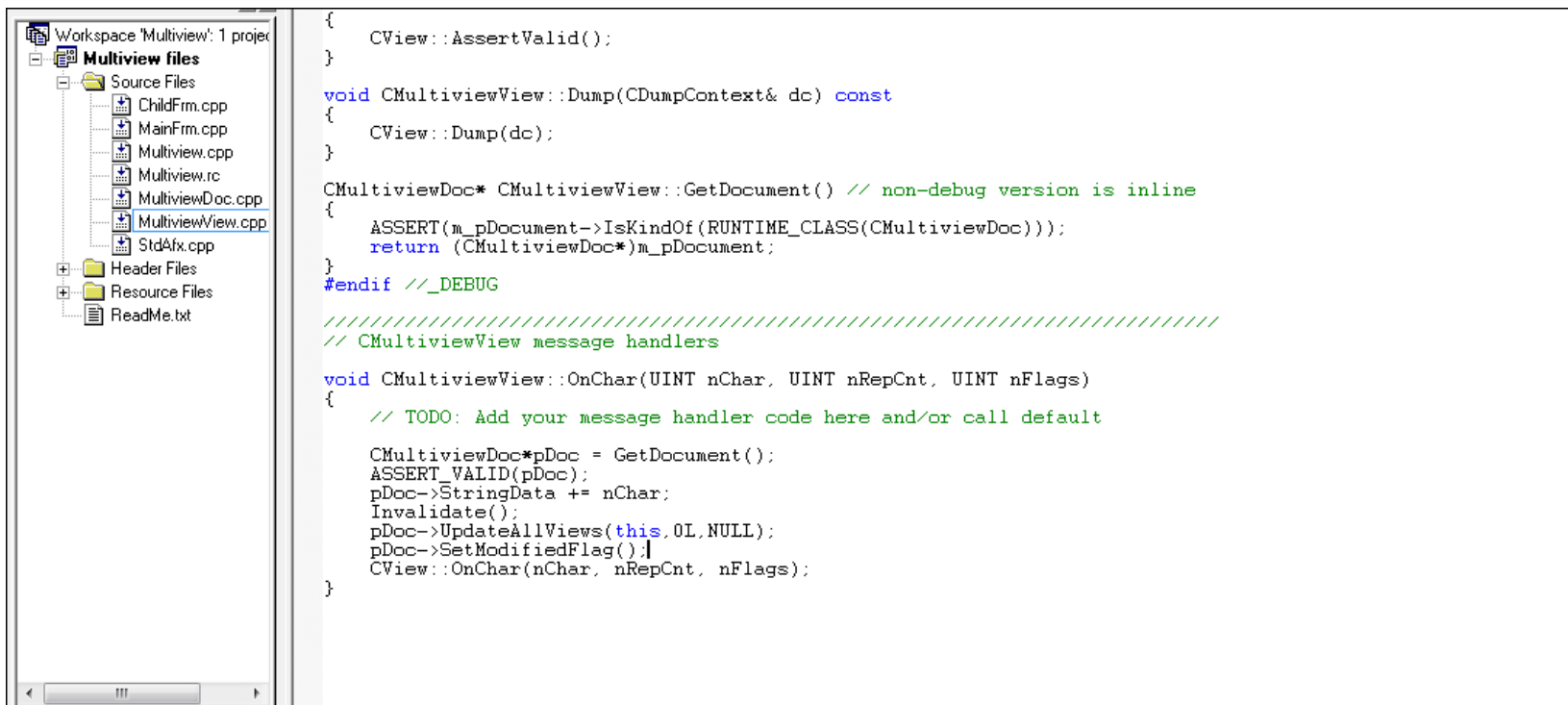
CMultiviewDoc* CMultiviewView::GetDocument() // non-debug version is inline
{
    ASSERT(m_pDocument->IsKindOf(RUNTIME_CLASS(CMultiviewDoc)));
    return (CMultiviewDoc*)m_pDocument;
}
#endif // _DEBUG

////////////////////////////////////
// CMultiviewView message handlers

void CMultiviewView::OnChar(UINT nChar, UINT nRepCnt, UINT nFlags)
{
    // TODO: Add your message handler code here and/or call default

    CMultiviewDoc* pDoc = GetDocument();
    ASSERT_VALID(pDoc);
    pDoc->StringData += nChar;
    Invalidate();
    pDoc->UpdateAllViews(this, 0L, NULL);
    CView::OnChar(nChar, nRepCnt, nFlags);
}
```

Document Modified Flag



```
{
    CView::AssertValid();
}

void CMultiviewView::Dump(CDumpContext& dc) const
{
    CView::Dump(dc);
}

CMultiviewDoc* CMultiviewView::GetDocument() // non-debug version is inline
{
    ASSERT(m_pDocument->IsKindOf(RUNTIME_CLASS(CMultiviewDoc)));
    return (CMultiviewDoc*)m_pDocument;
}
#endif // _DEBUG

////////////////////////////////////
// CMultiviewView message handlers

void CMultiviewView::OnChar(UINT nChar, UINT nRepCnt, UINT nFlags)
{
    // TODO: Add your message handler code here and/or call default

    CMultiviewDoc* pDoc = GetDocument();
    ASSERT_VALID(pDoc);
    pDoc->StringData += nChar;
    Invalidate();
    pDoc->UpdateAllViews(this, 0L, NULL);
    pDoc->SetModifiedFlag();
    CView::OnChar(nChar, nRepCnt, nFlags);
}
```

Giving a Document a Size

```
// MultiviewDoc.h : interface of the CMultiviewDoc class
//
////////////////////////////////////

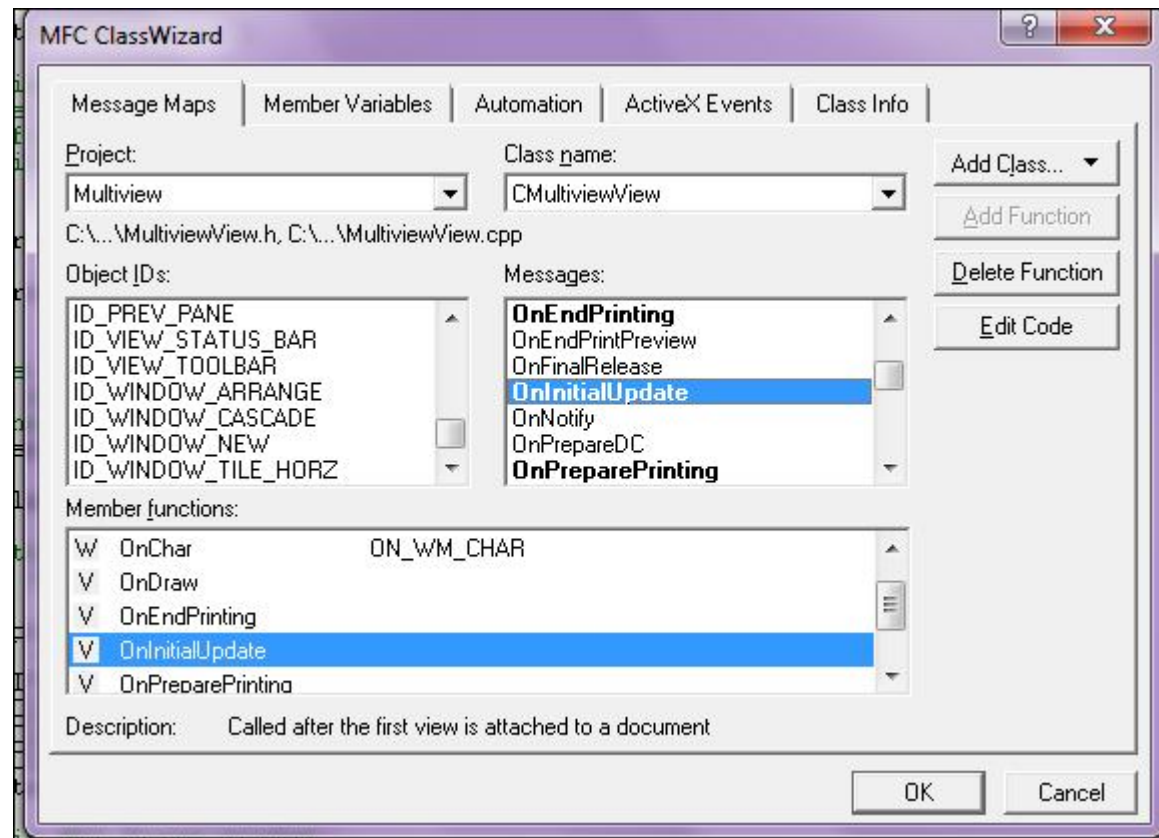
#if !defined(AFX_MULTIVIEWDOC_H_C2397073_B6D8_4784_B7B8_E44D9028CFF4__INCLUDED_)
#define AFX_MULTIVIEWDOC_H_C2397073_B6D8_4784_B7B8_E44D9028CFF4__INCLUDED_

#if _MSC_VER > 1000
#pragma once
#endif // _MSC_VER > 1000

class CMultiviewDoc : public CDocument
{
protected: // create from serialization only
    CMultiviewDoc();
    DECLARE_DYNCREATE(CMultiviewDoc)
    CSize m_size;
// Attributes
public:
    CString StringData;
// Operations
public:
    CSize GetDocSize()
    {
        return m_size;
    }
// Overrides
```

```
CMultiviewDoc::CMultiviewDoc()
{
    // TODO: add one-time construction code here
    m_size = CSize(1000 ,1000);
    StringData="";
}
```

View-> class wizard->OnInitialUpdate



```
void CMultiviewView::OnInitialUpdate()
{
    CView::OnInitialUpdate();
    CSize sizeTotal;
    CMultiviewDoc*pDoc = GetDocument();
    ASSERT_VALID(pDoc);
    sizeTotal.cx = pDoc->GetDocSize().cx;
    sizeTotal.cy = pDoc->GetDocSize().cy;
    SetScrollSizes(MM_TEXT, sizeTotal);

    // TODO: Add your specialized code here and/or call the base class
}
```