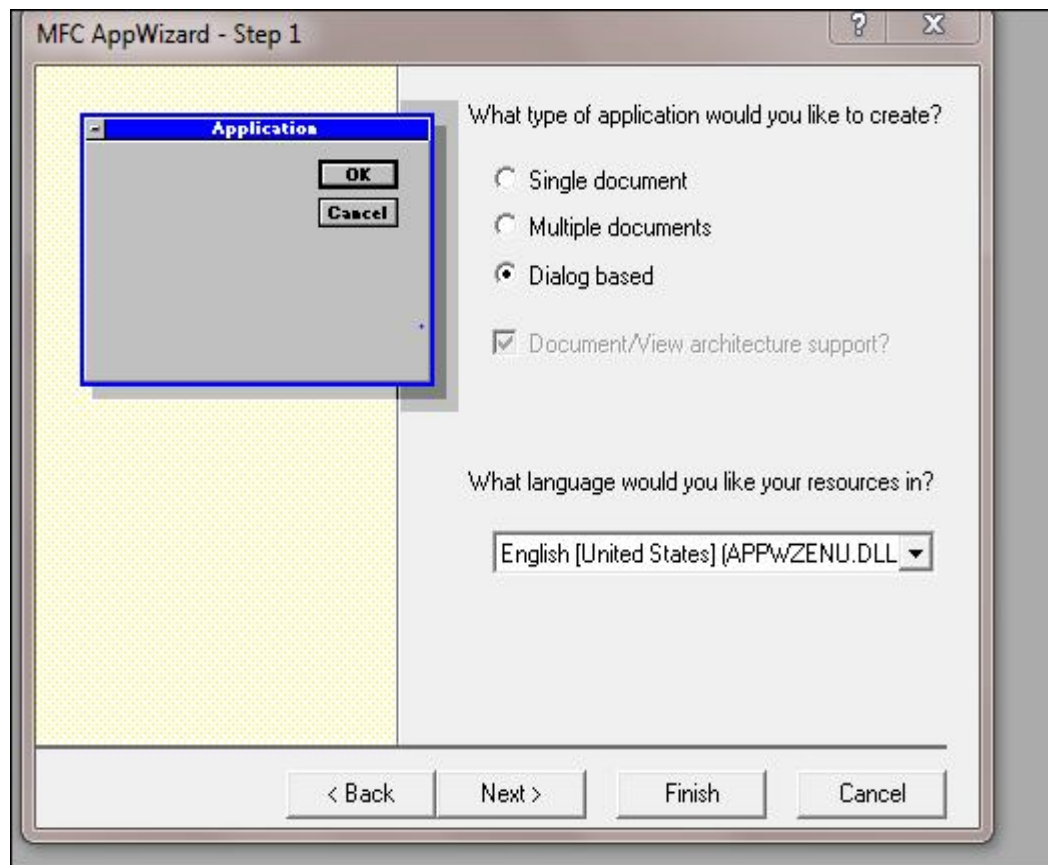


File Handling

File Handling

-



MFC AppWizard - Step 4 of 4



AppWizard creates the following classes for you:

CFileApp
CFileDlg

Class name:

CFileApp

Header file:

filer.h

Base class:

CWinApp

Implementation file:

filer.cpp

< Back

Next >

Finish

Cancel

filerDlg.h

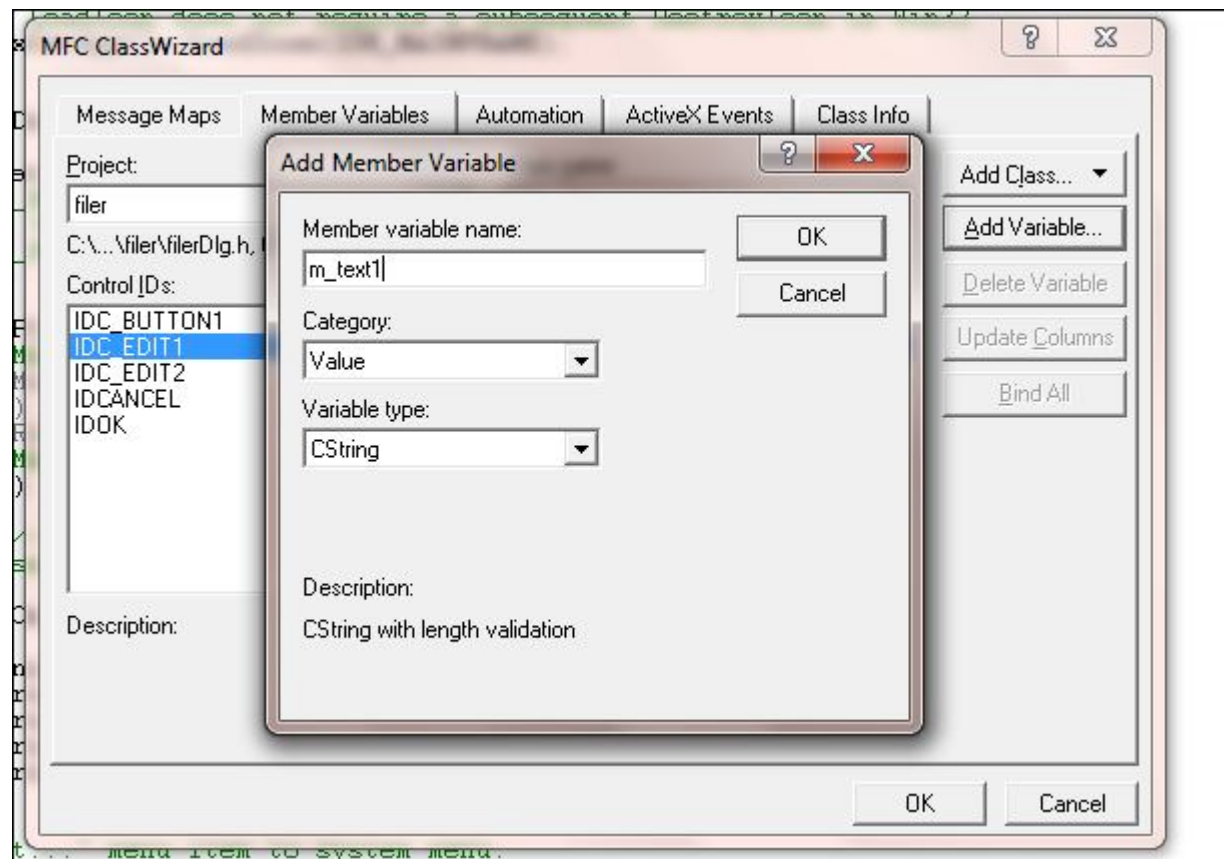
```
class CFileDlg : public CDialog
{
// Construction
public:
    CFileDlg(CWnd* pParent = NULL);    // standard constructor

// Dialog Data
//{{AFX_DATA(CFileDlg)
enum { IDD = IDD_FILER_DIALOG };
    // NOTE: the ClassWizard will add data members here
//}}AFX_DATA

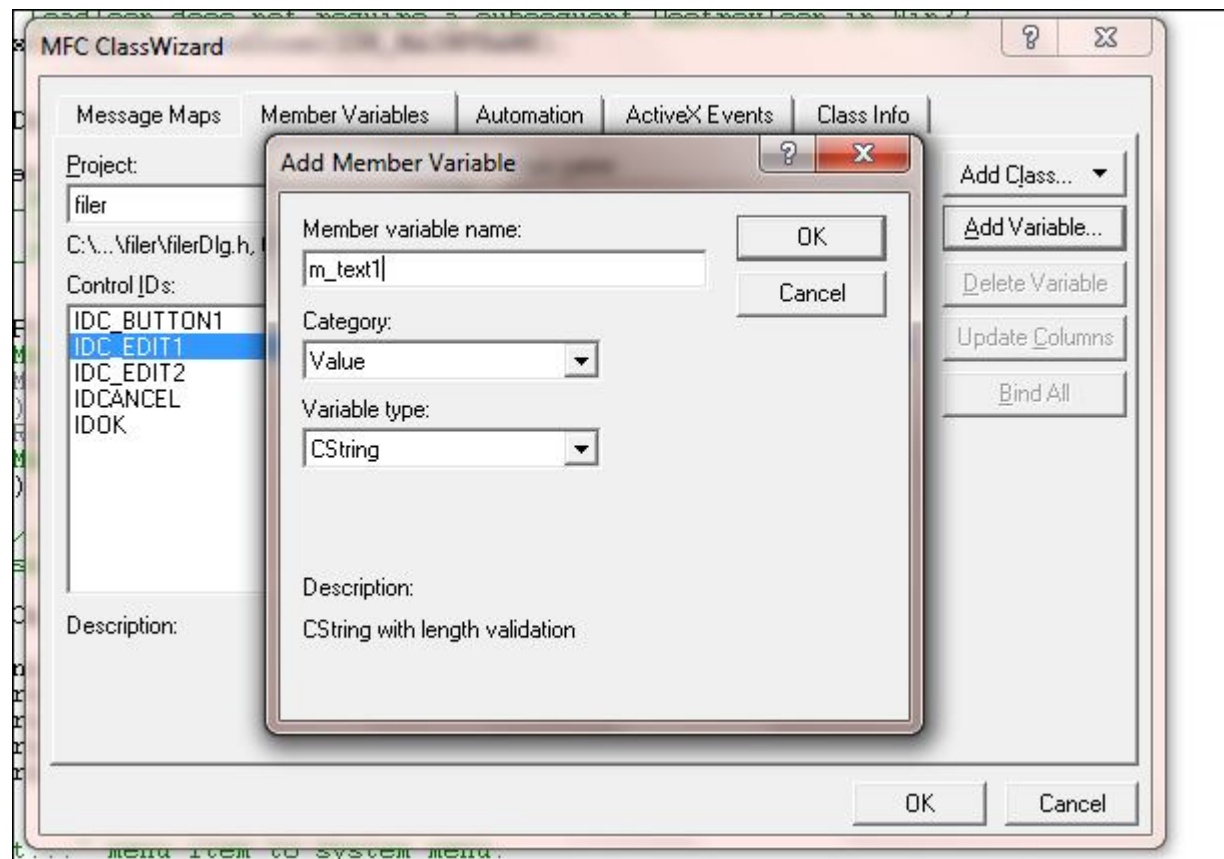
// ClassWizard generated virtual function overrides
//{{AFX_VIRTUAL(CFileDlg)
protected:
    virtual void DoDataExchange(CDataExchange* pDX);    // DDX/DDV support
//}}AFX_VIRTUAL

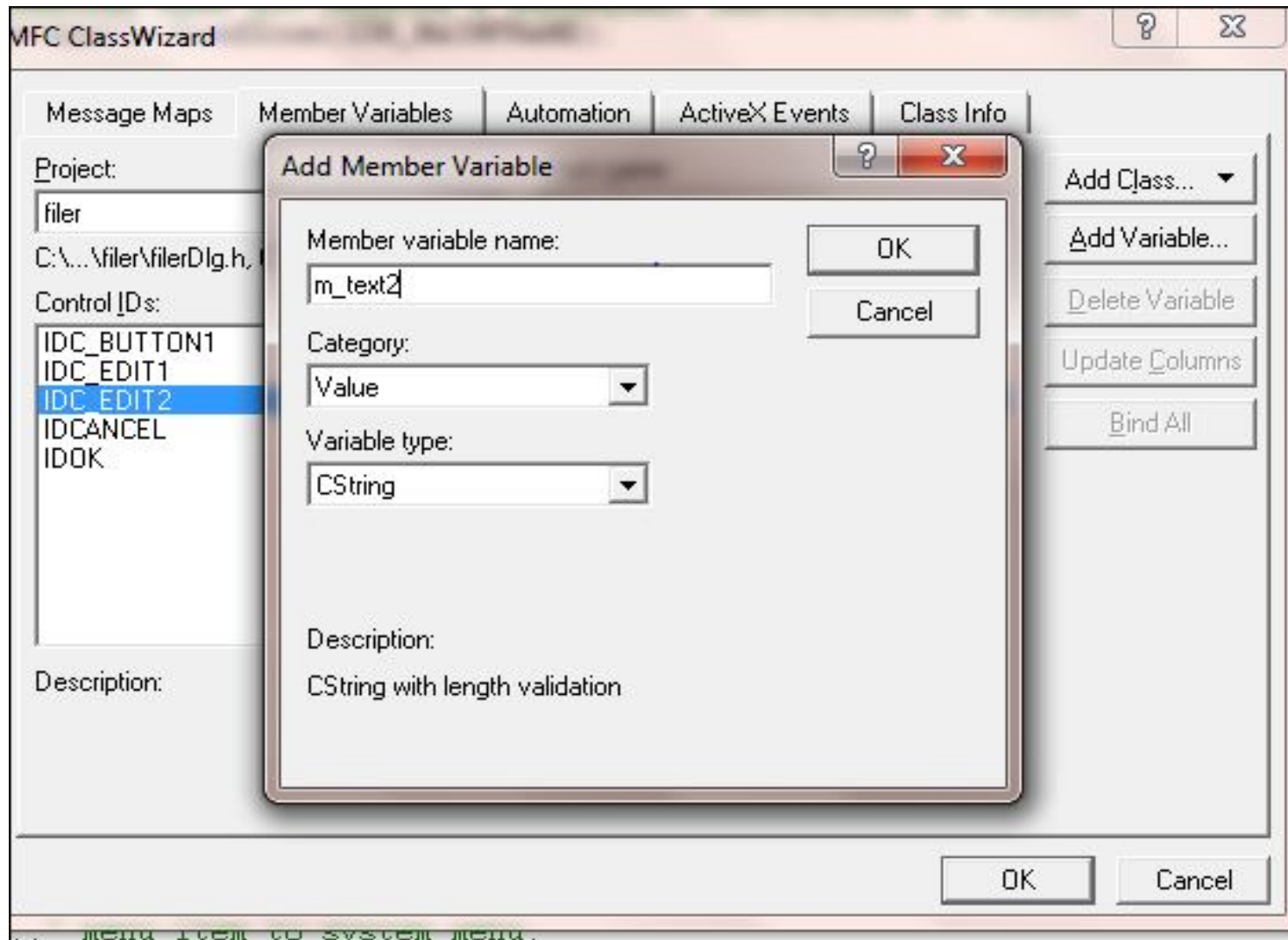
// Implementation
protected:
    HICON m_hIcon;
    char OutString[4][20];
    char InString[20];
};
```

FileDlg.cpp



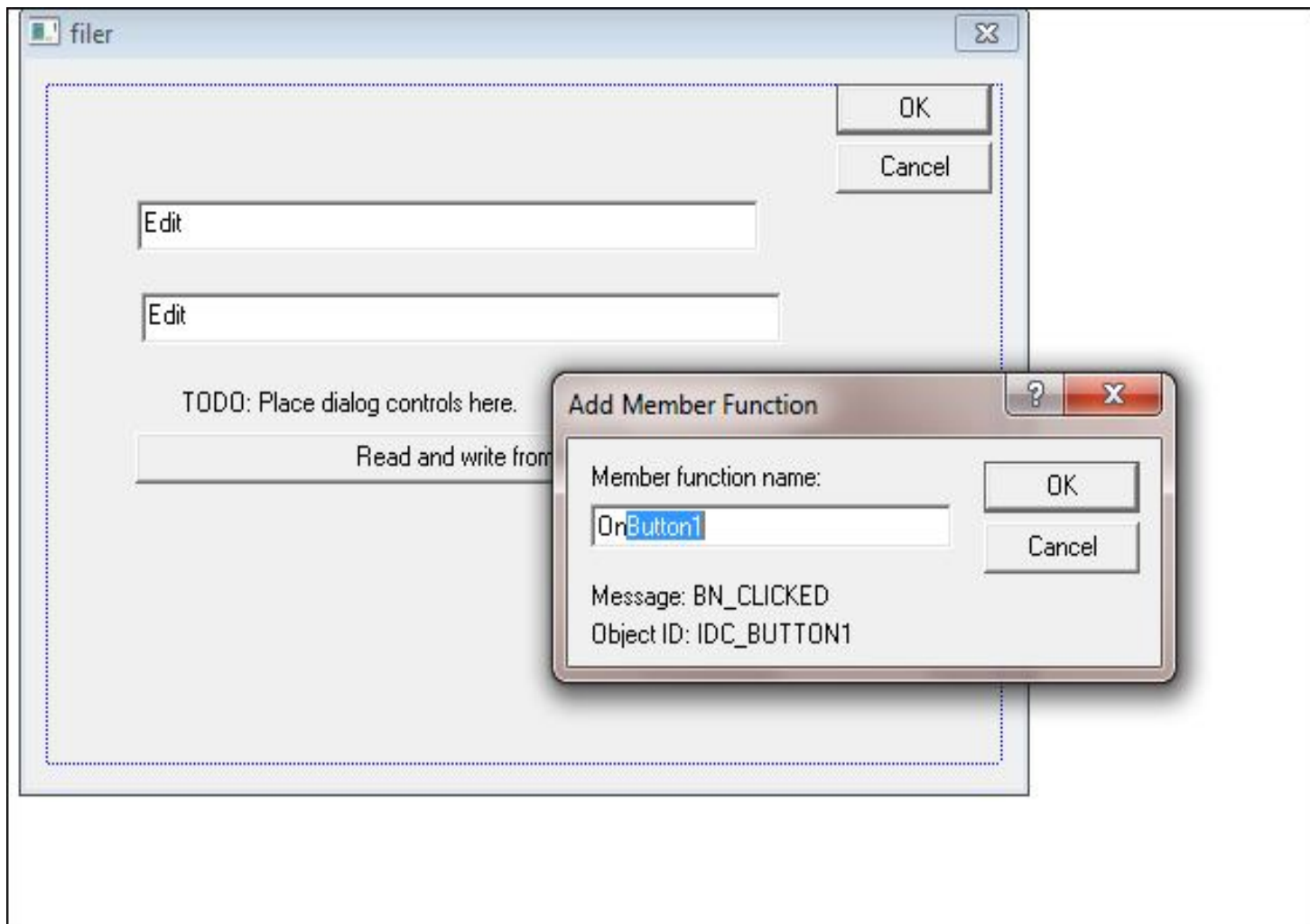
Connect to member variable





FilerDlg.cpp

```
BOOL CFilerDlg::OnInitDialog()
{
    CDialog::OnInitDialog();
    strcpy(OutString[0], "Welcome");
    strcpy(OutString[1], "to");
    strcpy(OutString[2], "file");
    strcpy(OutString[3], "handling");
    m_text1 = CString(OutString[0]) + CString(OutString[1]) + CString(OutString[1])
        + CString(OutString[2]) + CString(OutString[3]);
    UpdateData(false);
}
```

```
void CFileDialog::OnButton1()
{
    // TODO: Add your control notification handler code here

    CFile OutFile("data.dat", CFile::modeCreate| CFile::modeWrite);
    for(int loop_index=0; loop_index < 4; loop_index++){
        OutFile.Write(OutString[loop_index], 20);
    }
    OutFile.Close();
    CFile InFile("data.dat" , CFile::modeRead);
    for(loop_index = 0; loop_index < 4; loop_index++){
        InFile.Seek(20* loop_index, CFile::begin);
        int NumberCharacters = InFile.Read(InString, 20);
        m_text2 += CString(InString);
    }
    UpdateData(false);
    InFile.Close();
}
}
```