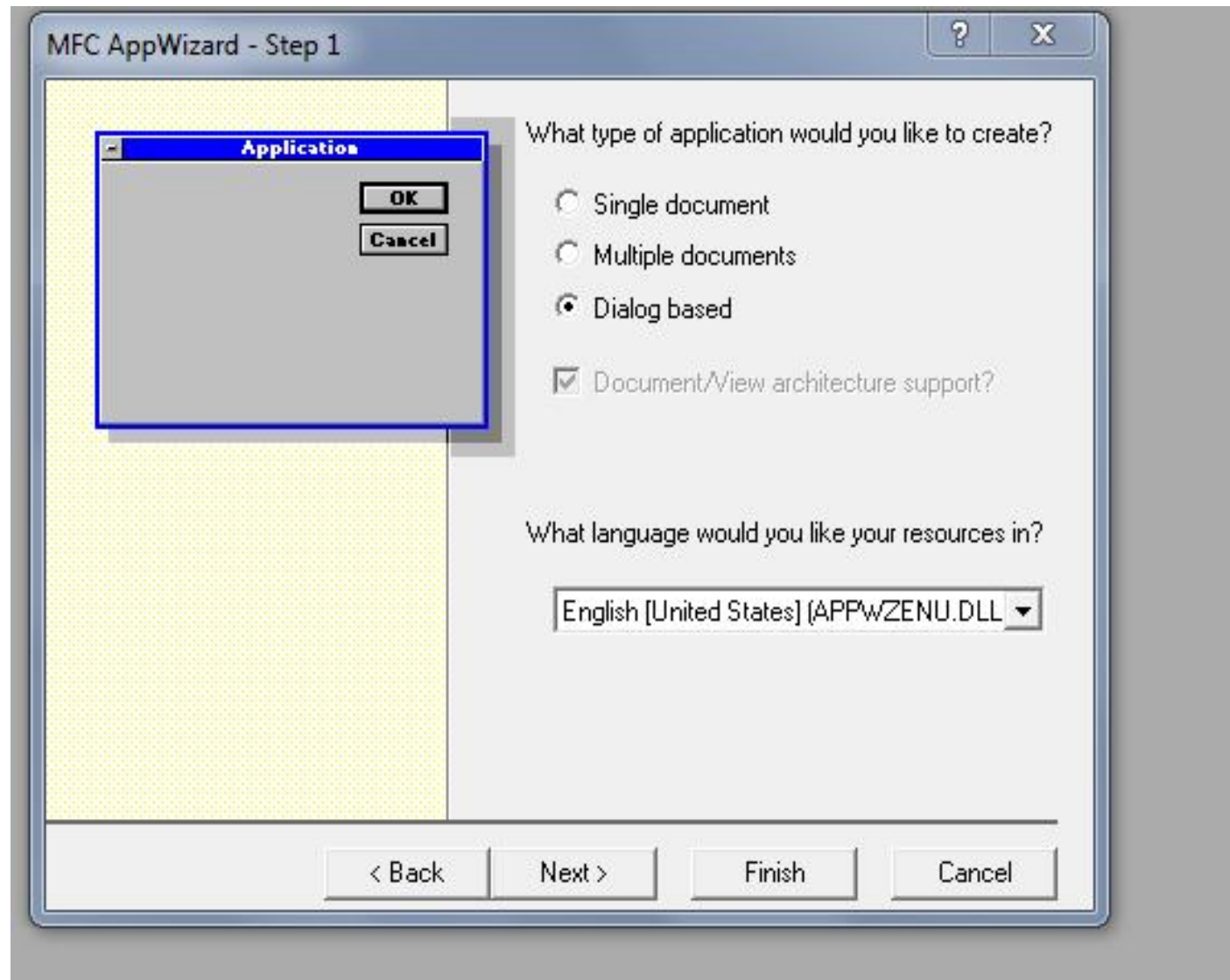
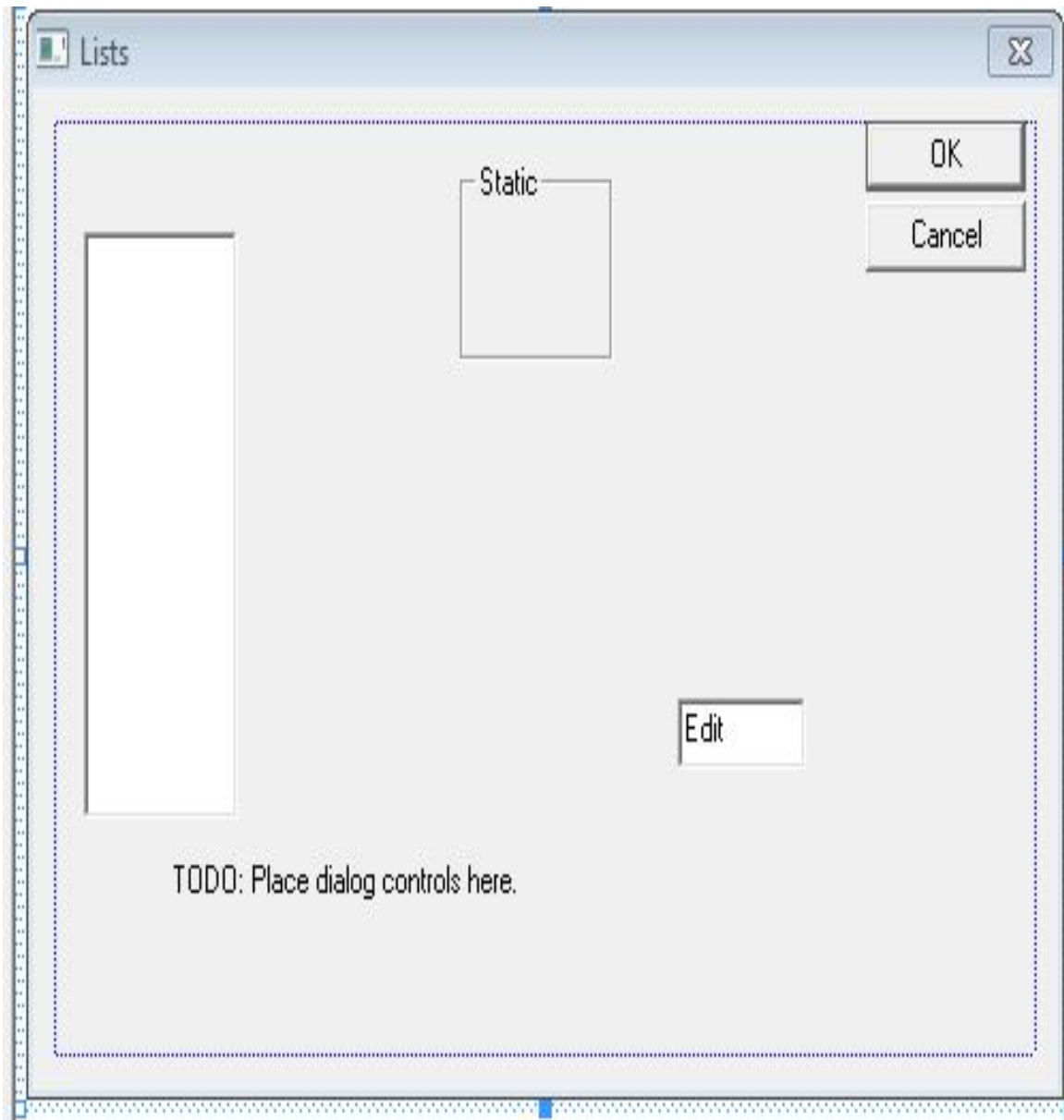


# List Boxes and Combo Boxes





```
BOOL CListsDlg::OnInitDialog()  
{  
    CDialog::OnInitDialog();  
  
    m_list.AddString("Item 01");  
    m_list.AddString("Item 02");  
    m_list.AddString("Item 03");  
    m_list.AddString("Item 04");  
    m_list.AddString("Item 05");  
    m_list.AddString("Item 06");  
    m_list.AddString("Item 07");  
    m_list.AddString("Item 08");  
    m_list.AddString("Item 09");  
    m_list.AddString("Item 10");  
    m_list.AddString("Item 11");  
    m_list.AddString("Item 12");  
}
```

```

ON_WM_SYSCOMMAND()
ON_WM_PAINT()
ON_WM_QUERYDRAGICON()
//}}AFX_MSG_MAP
END_MESSAGE_MAP()

////////////////////////////////////
// CListsDlg message handlers

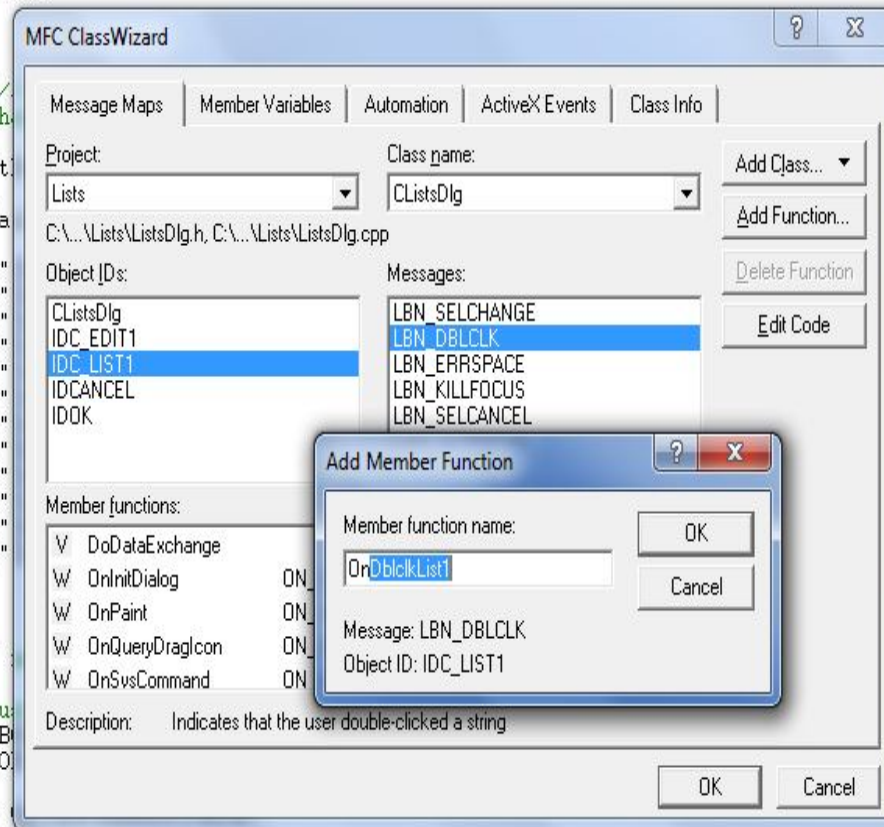
BOOL CListsDlg::OnInitDialog()
{
    CDialog::OnInitDialog();

    m_list.AddString(" ");
    m_list.AddString(" ");
    m_list.AddString(" ");
    m_list.AddString(" ");
    m_list.AddString(" ");
    m_list.AddString(" ");
    m_list.AddString(" ");
    m_list.AddString(" ");
    m_list.AddString(" ");
    m_list.AddString(" ");
    m_list.AddString(" ");
    m_list.AddString(" ");
    m_list.AddString(" ");

    // Add "About..." menu item:
    // IDM_ABOUTBOX must be in the system range of IDs.
    ASSERT((IDM_ABOUTBOX <= 0xFFFF) && !IDM_ABOUTBOX);
    ASSERT(IDM_ABOUTBOX > 0);

    CMenu* pSysMenu = GetSystemMenu(FALSE);
    if (pSysMenu != NULL)
    {
        CString strAboutMenu;
        strAboutMenu.LoadString(IDS_ABOUTBOX);
        if (!strAboutMenu.IsEmpty())

```



```
void CListsDlg::OnDbclckList1()
{
    m_list.GetText(m_list.GetCurSel(), m_text);
    UpdateData(false);
    // TODO: Add your control notification handler code here
}
```

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

// Dialog Data
   //{{AFX_DATA(CListsDlg)
    enum { IDD = IDD_LISTS_DIALOG };
    CListBox    m_list;
    CString    m_text;
    //}}AFX_DATA
```