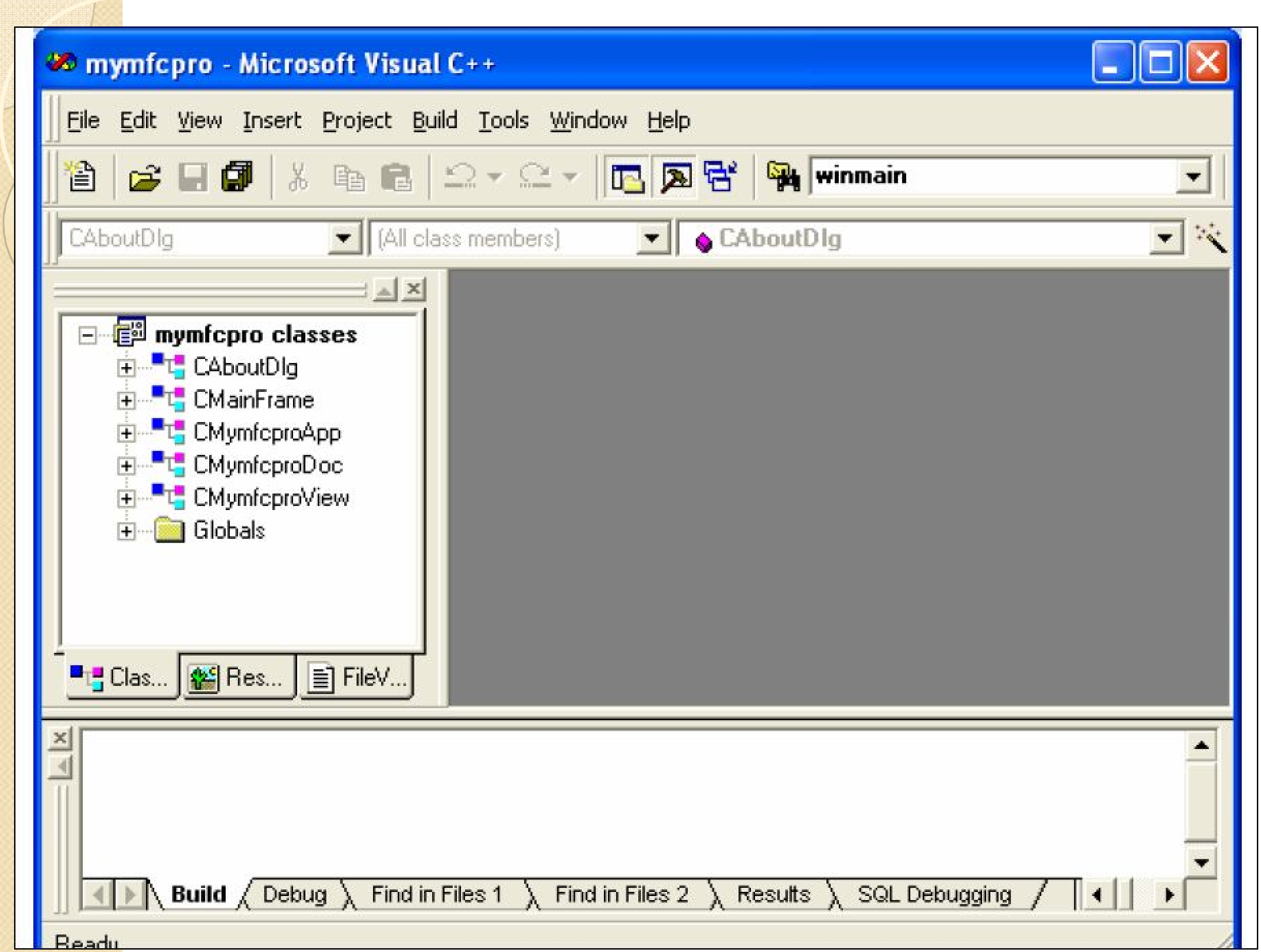
Rapid Application Development Menus


mymfcpro - Microsoft Visual C++
File
Edit
View
Insert
Project
Build
Tools
Window
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winmain
CAboutDlg
(All class members)
CAboutDlg
mymfcpro classes
CAboutDlg
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Menus

- The popdown windows that displays a set of options or menu items that the user can select from .we will learn
- How to place menu items into menus
- How to create whole new menus .
- How to graying out or checking out menus using shortcut keys, acceralator keys and status bar prompts.
- How to create and use submenus
- How to place a new button in the toolbar.

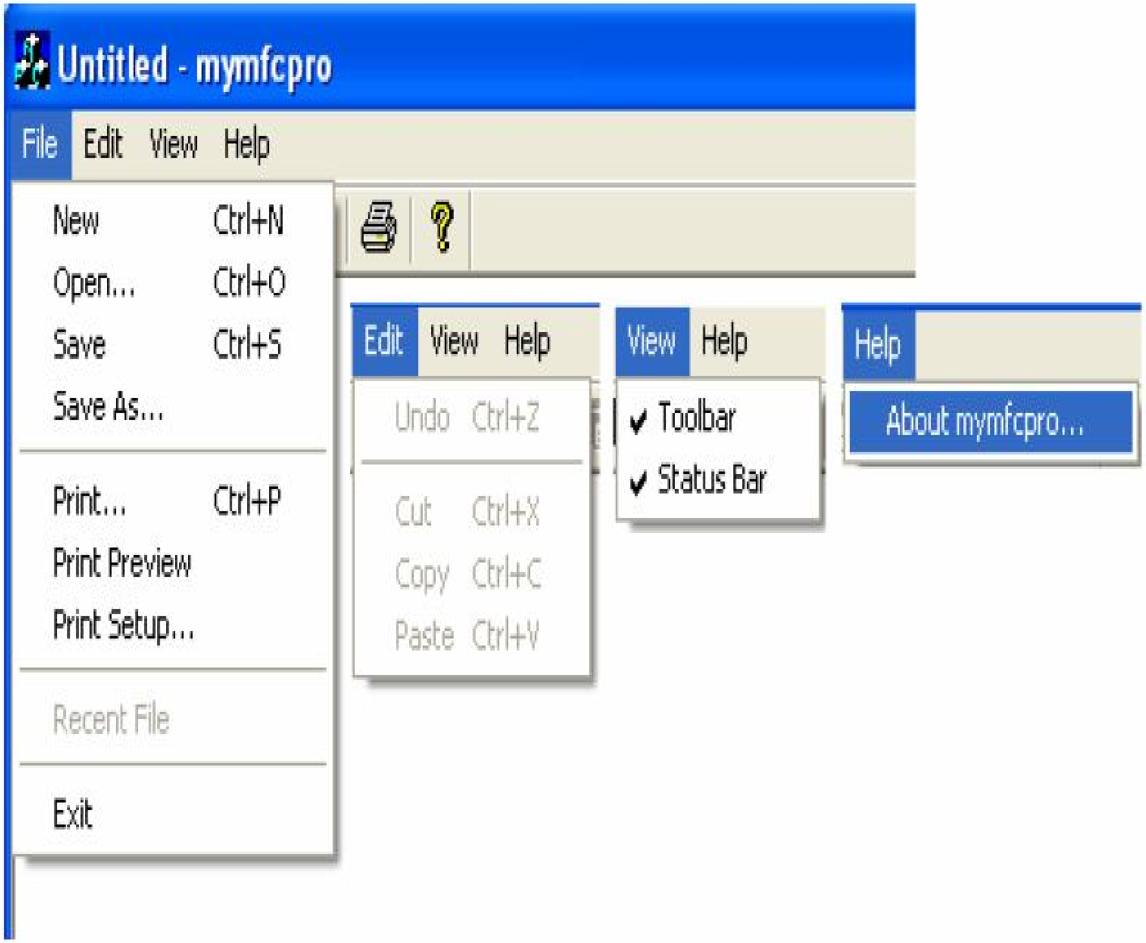
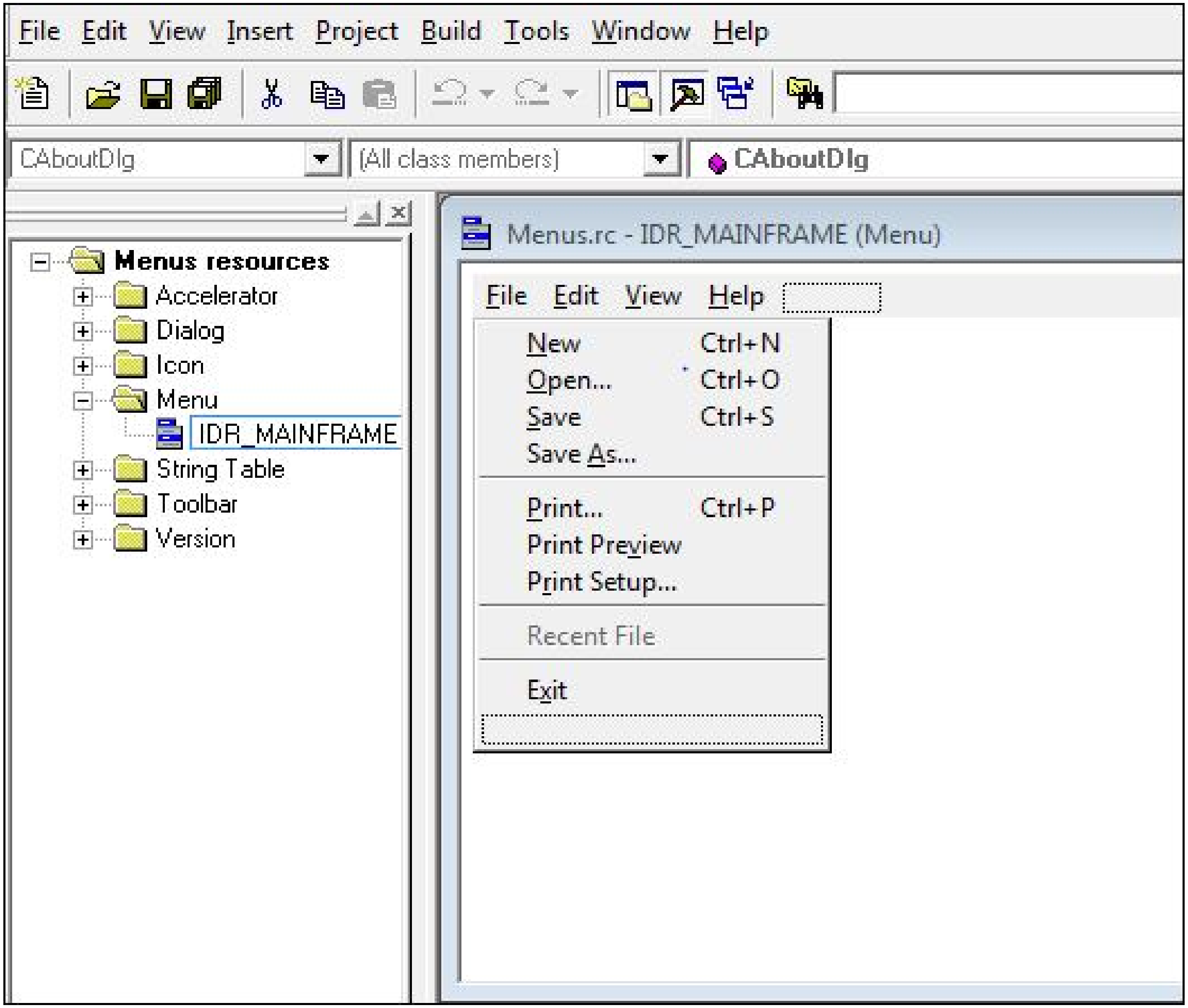
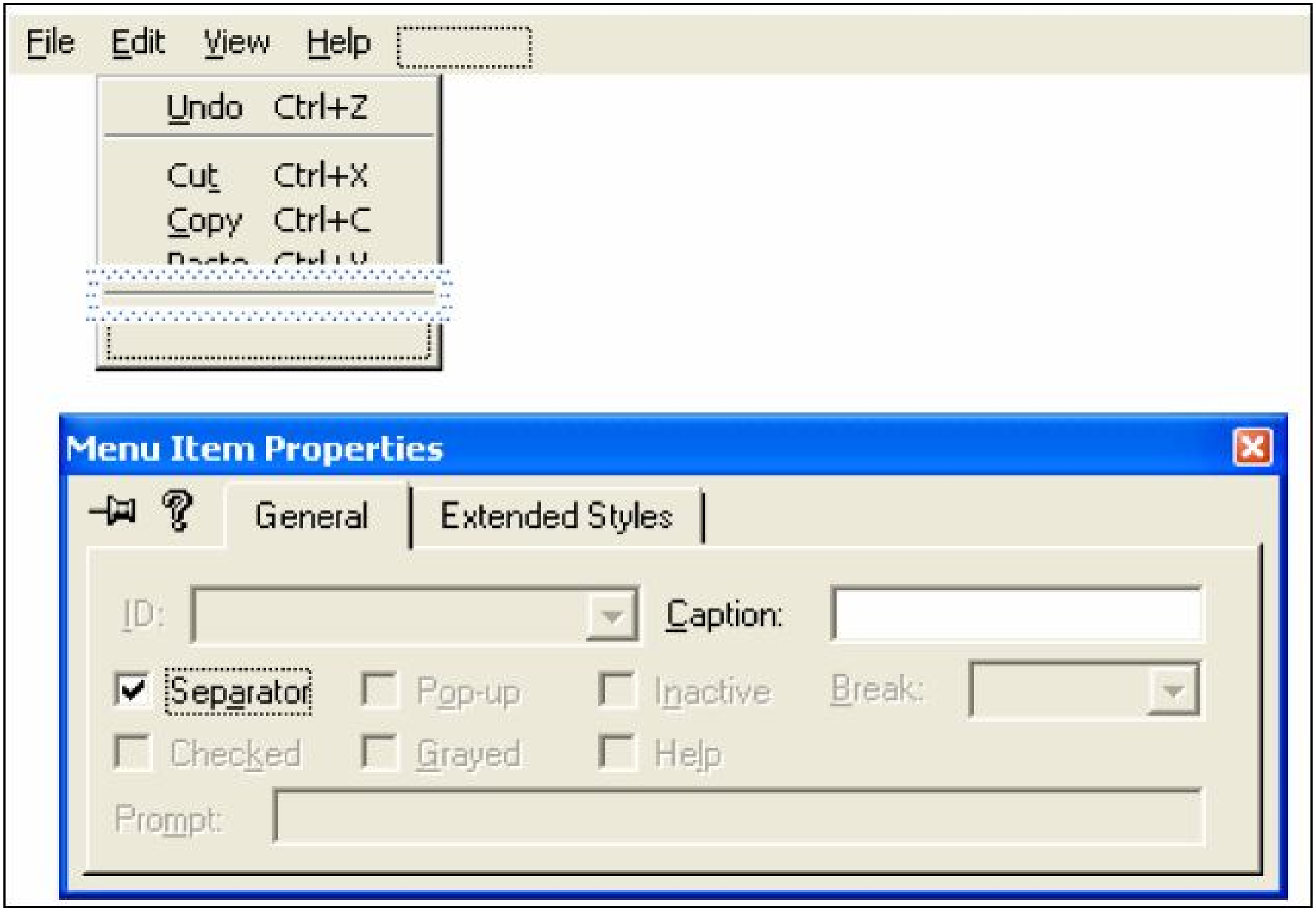


Figure 4: The standard SDI frame menus.


File Edit View Insert Project Build Tools Window Help
CAboutDlg
(All class members)
CAboutDlg
Menus resources
Accelerator
Dialog
Icon
Menu
IDR_MAINFRAME
String Table
Toolbar
Version
Menus.rc - IDR_MAINFRAME (Menu)
File Edit View Help
New Ctrl+N
Open... Ctrl+O
Save Ctrl+S
Save As...
Print... Ctrl+P
Print Preview
Print Setup...
Recent File
Exit

- **Adding a Menu Item to a Program’s File Menu.**
- When the user select the new menu item suppose “Print Welcome “ option it displays a msg on screen “welcome to menus”
- Create this program using AppWizard making it an SDI program.
- Give it the names “menus” in the visual c++ project name.
- Click the resource tab in the visual c++ viewer window.
- Find the folder marked Menus and open it .
- Double click on that folder **,IDR_MAINFRAME** , opening the menu editor.
- Click on the File menu ,this new item will go between the Print welcome and print setup menu item .
- Click on Print Setup Menu item and press insert key.
- A new menu box appears which is surrounded by a multi dotted lines.



ID:

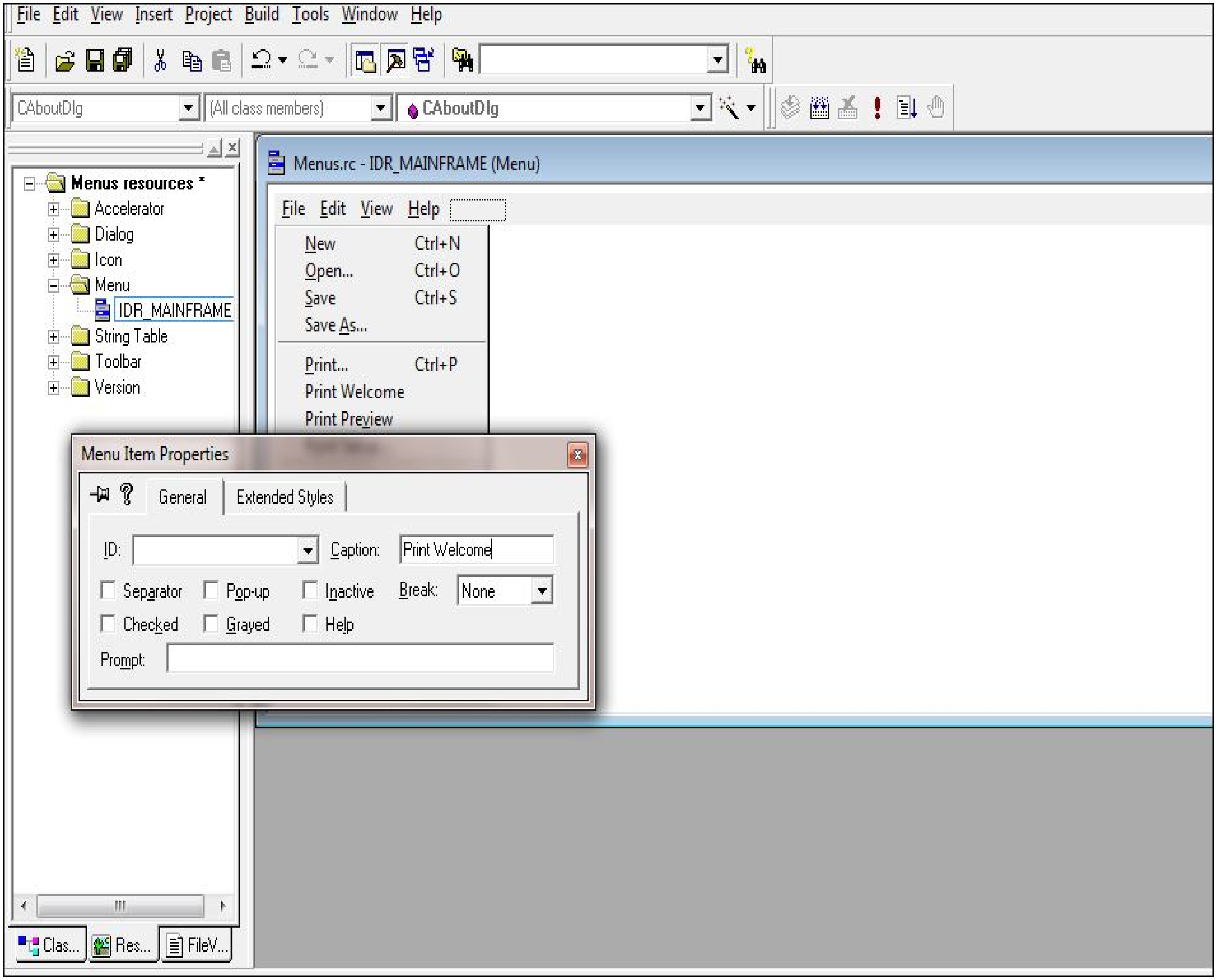
Caption:

☑ Separator □ Pop-up □ Inactive Break:

□ Checked □ Grayed □ Help

Prompt:

- **Adding properties to new menu named "Print Welcome "**
- Double click on new item box which opens the menu item properties box.
- Place the caption Print Welcome in the Caption box of that dialog box.
- Place the ID as ID_FILE_PRINTWELCOME to our new menu item and close the box.



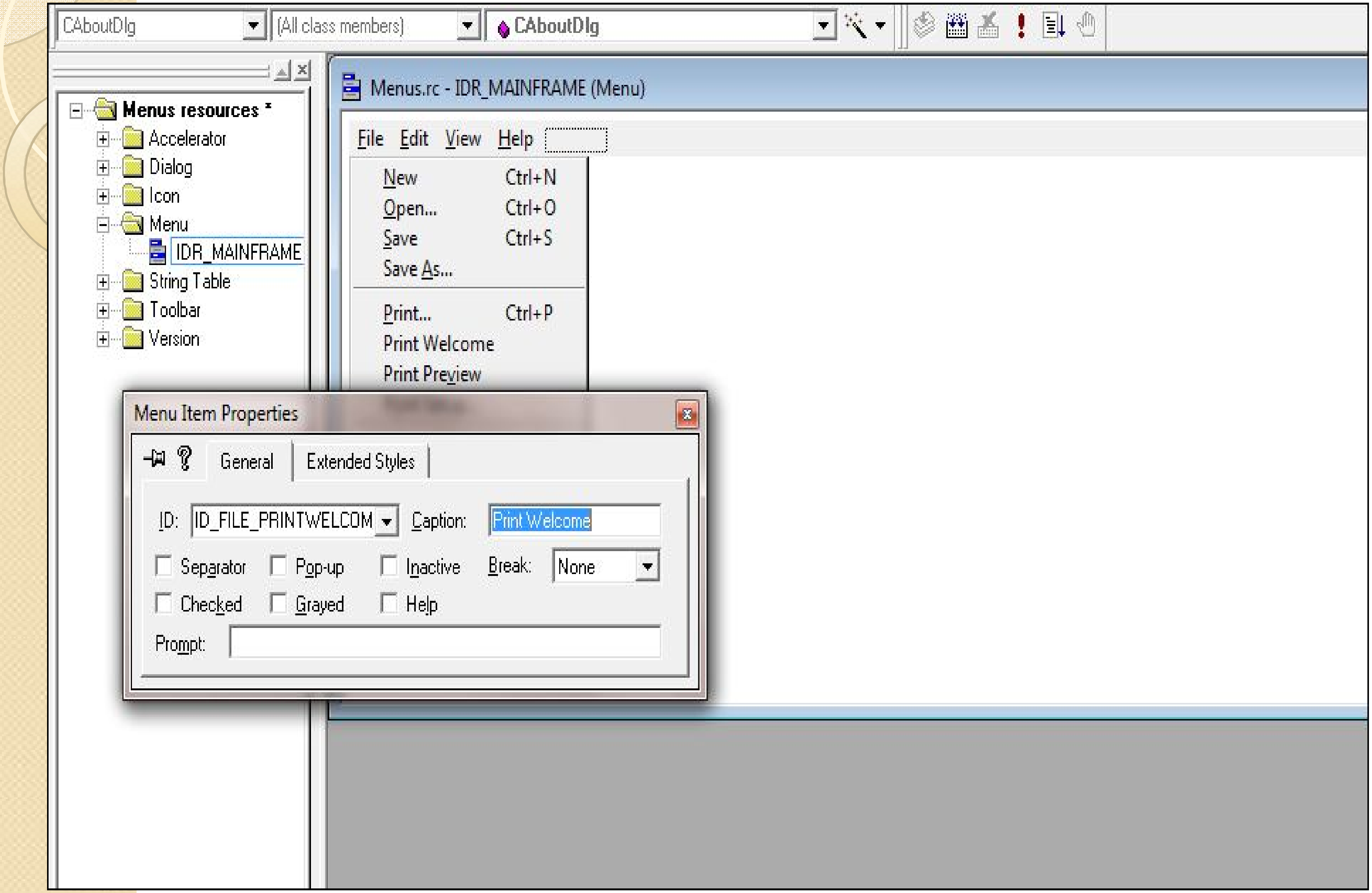
ID:

Caption: Print Welcome

□ Separator □ Pop-up □ Inactive Break: None

□ Checked □ Grayed □ Help

Prompt:



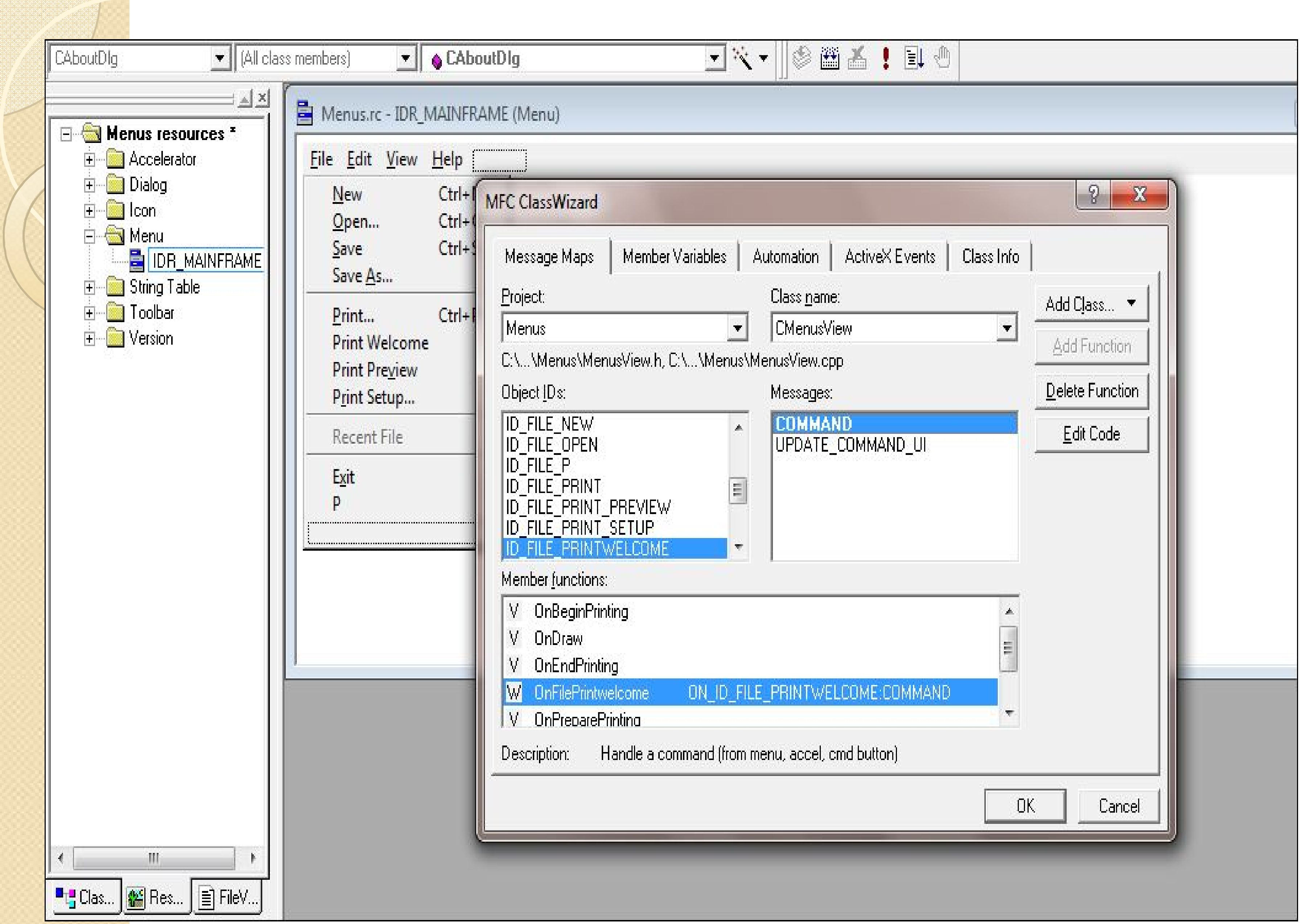
ID: ID_FILE_PRINTWELCOM

Caption: Print Welcome

□ Separator □ Pop-up □ Inactive Break: None

□ Checked □ Grayed □ Help

Prompt:



Project: Menus

Class name: CMenusView

C:\...\Menus\MenusView.h, C:\...\Menus\MenusView.cpp

Object IDs:

```
ID_FILE_NEW
ID_FILE_OPEN
ID_FILE_P
ID_FILE_PRINT
ID_FILE_PRINT_PREVIEW
ID_FILE_PRINT_SETUP
ID_FILE_PRINTWELCOME
```

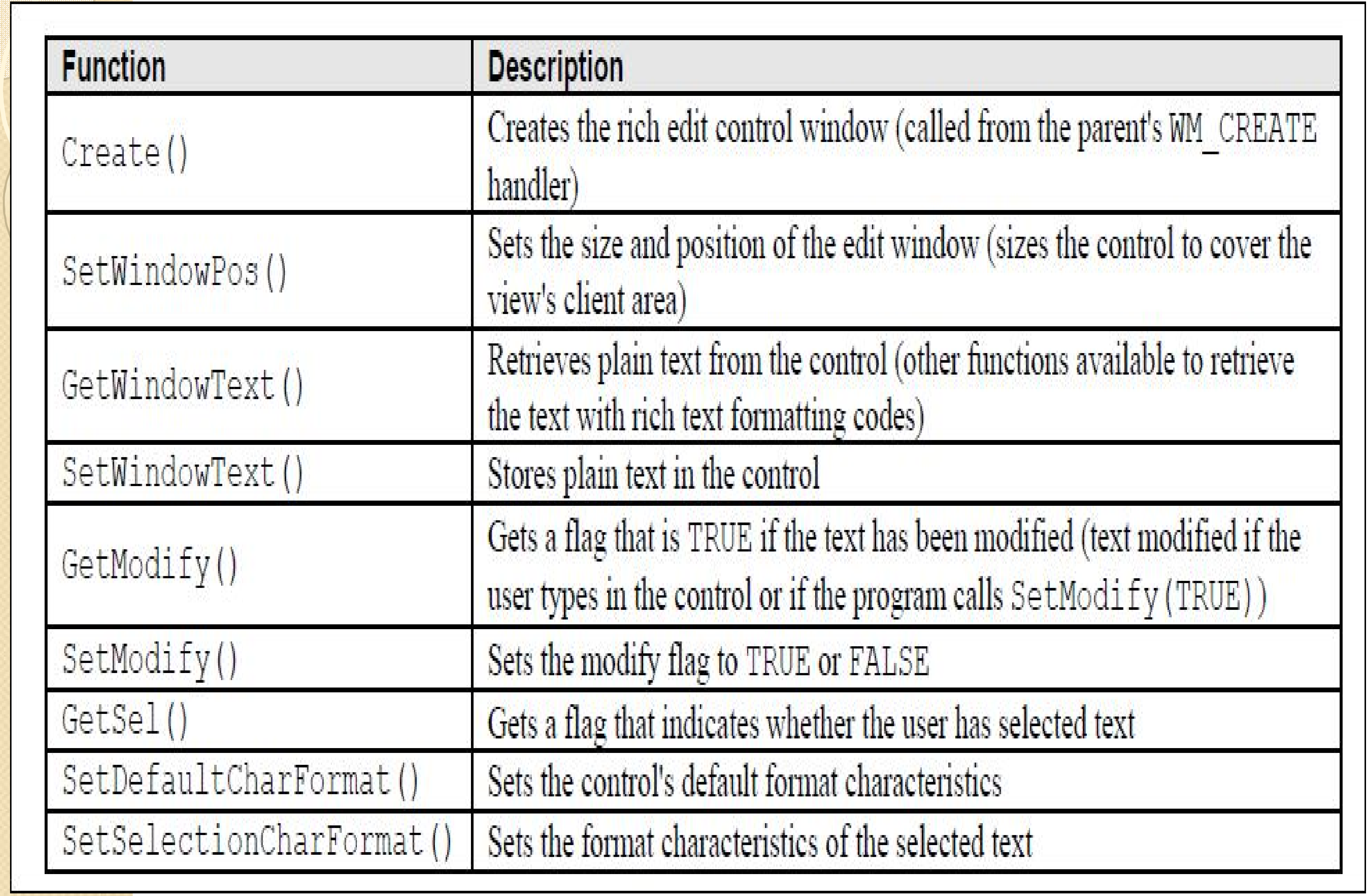
Messages:

```
COMMAND
UPDATE_COMMAND_UI
```

Member functions:

```
V  OnBeginPrinting
V  OnDraw
V  OnEndPrinting
W  OnFilePrintwelcome     ON_ID_FILE_PRINTWELCOME:COMMAND
V  OnPreparePrinting
```

Description: Handle a command (from menu, accel, cmd button)



Function	Description
`Create()`	Creates the rich edit control window (called from the parent's `WM_CREATE` handler)
`SetWindowPos()`	Sets the size and position of the edit window (sizes the control to cover the view's client area)
`GetWindowText()`	Retrieves plain text from the control (other functions available to retrieve the text with rich text formatting codes)
`SetWindowText()`	Stores plain text in the control
`GetModify()`	Gets a flag that is `TRUE` if the text has been modified (text modified if the user types in the control or if the program calls `SetModify(TRUE)`)
`SetModify()`	Sets the modify flag to `TRUE` or `FALSE`
`GetSel()`	Gets a flag that indicates whether the user has selected text
`SetDefaultCharFormat()`	Sets the control's default format characteristics
`SetSelectionCharFormat()`	Sets the format characteristics of the selected text

MenusDoc.h

```
class CMenusDoc : public CDocument
{
protected: // create from serialization only
CMenusDoc();
DECLARE_DYNCREATE(CMenusDoc)
public:
virtual ~CMenusDoc();
CString StringData;
}
```

MenusDoc.cpp

```
CMenusDoc::CMenusDoc()
{
// TODO: add one-time construction code here
StringData="";
}
```

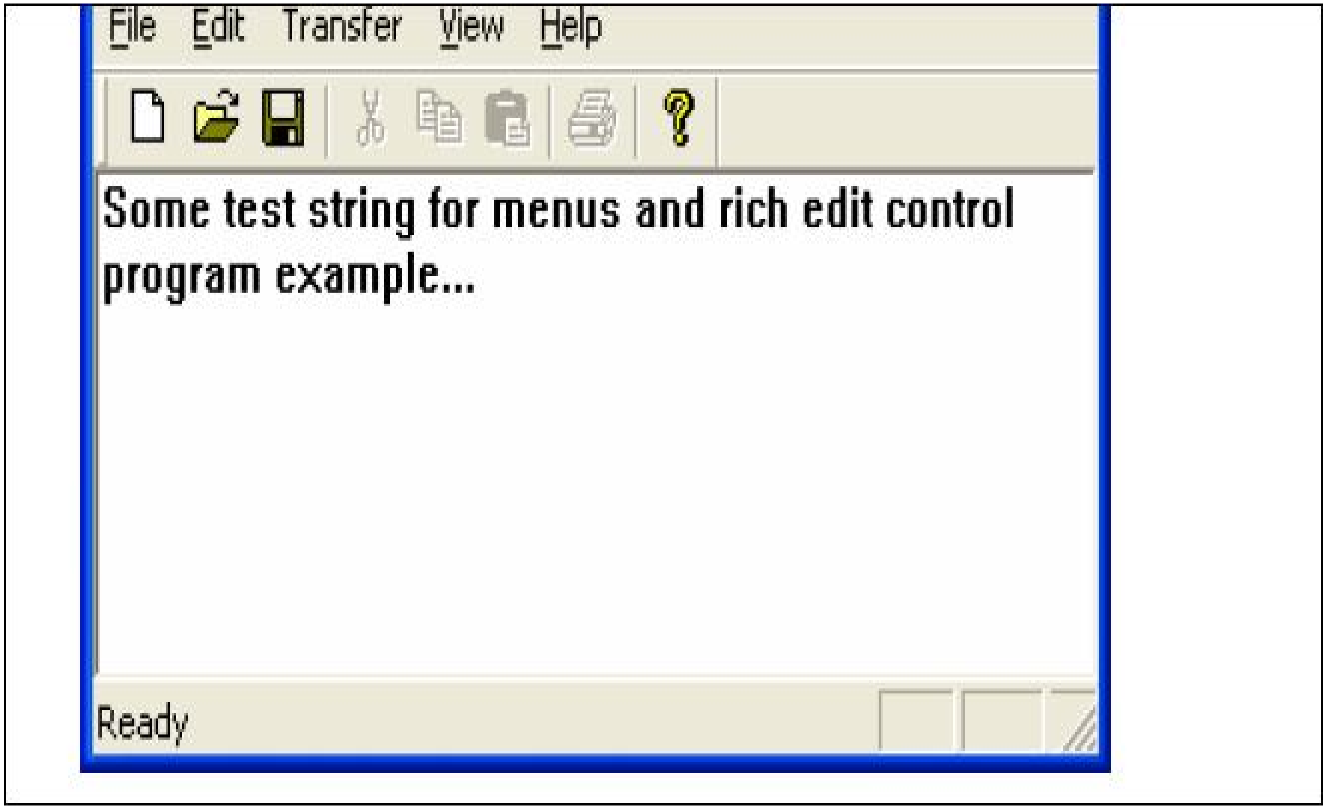
MenusView.cpp

```
void CMenusView::OnFilePrintwelcome()
{
  // TODO:Add your command handler code here
   CMenusDoc*pDoc=GetDocument();
   ASSERT_VALID(pDoc);
   pDoc->StringData = "welcome to new menus ";
  Invalidate();
}
```

MenusView.cpp

```
void CMenusView::OnDraw(CDC* pDC)
{
  CMenusDoc* pDoc = GetDocument();
  ASSERT_VALID(pDoc);
  pDC->TextOut(0,0,pDoc->StringData);
  // TODO: add draw code for native data here
}
```

Output Screen



Some test string for menus and rich edit control program example...

Ready