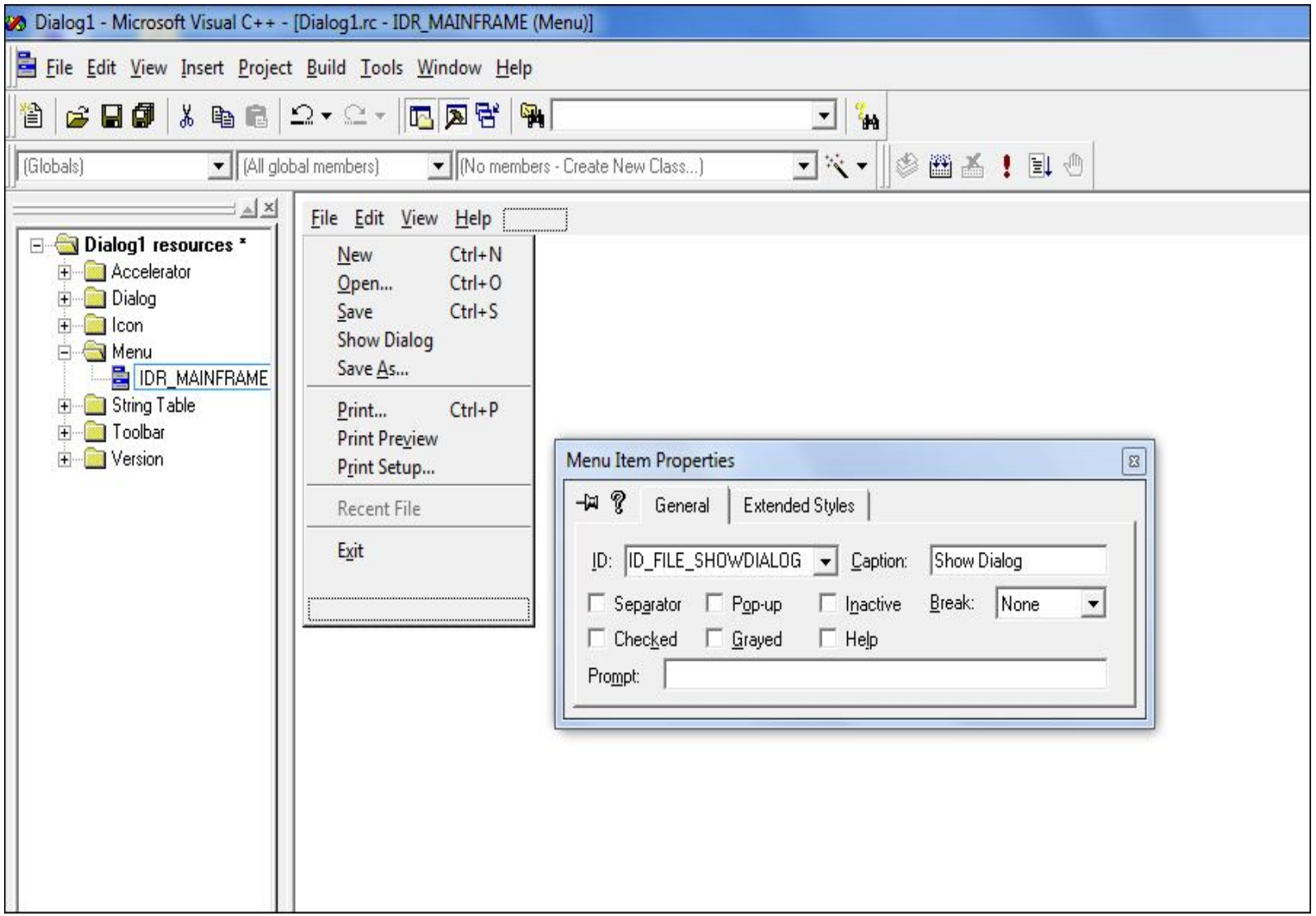
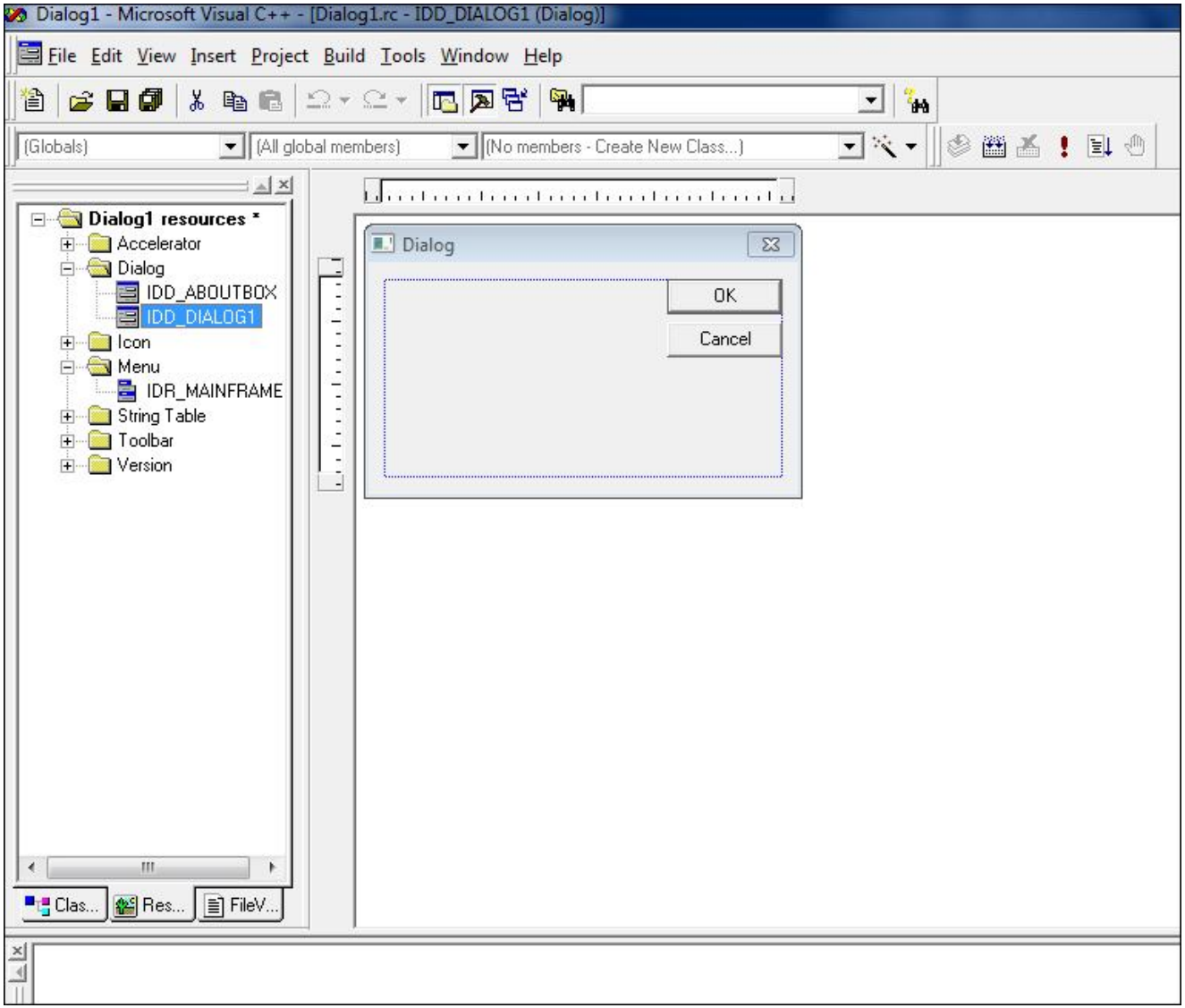
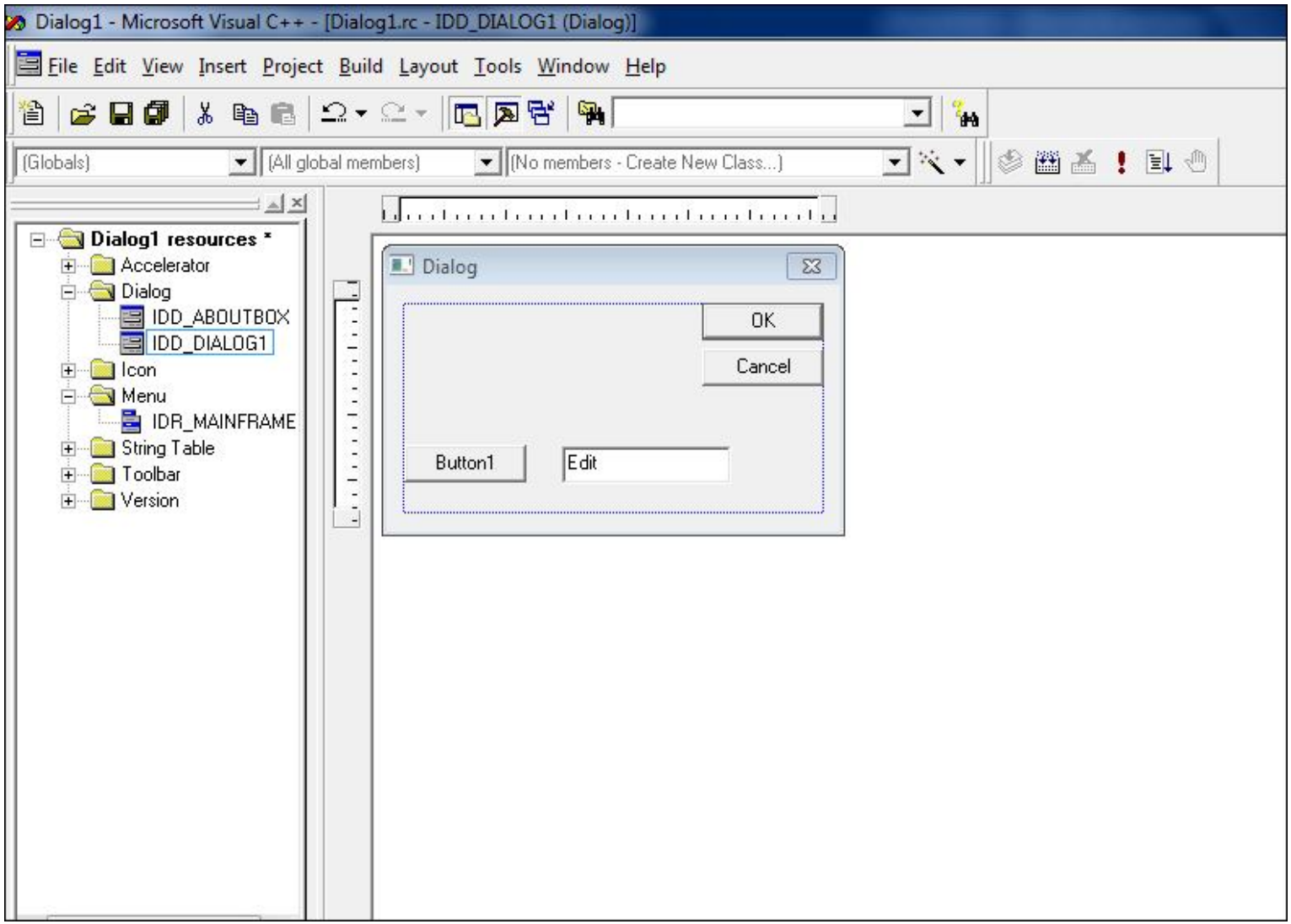
Dialog Box

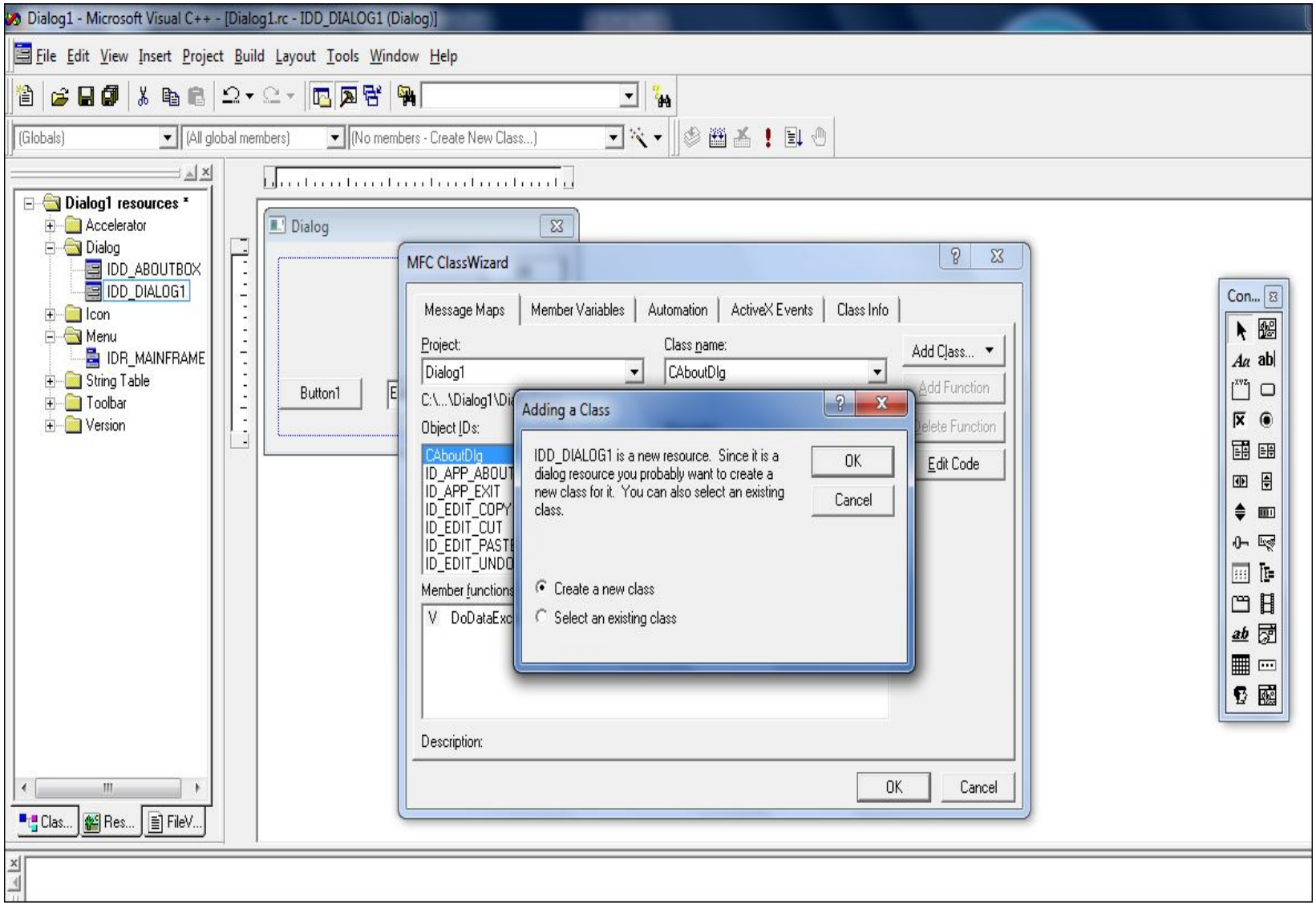
Dialog box Creations

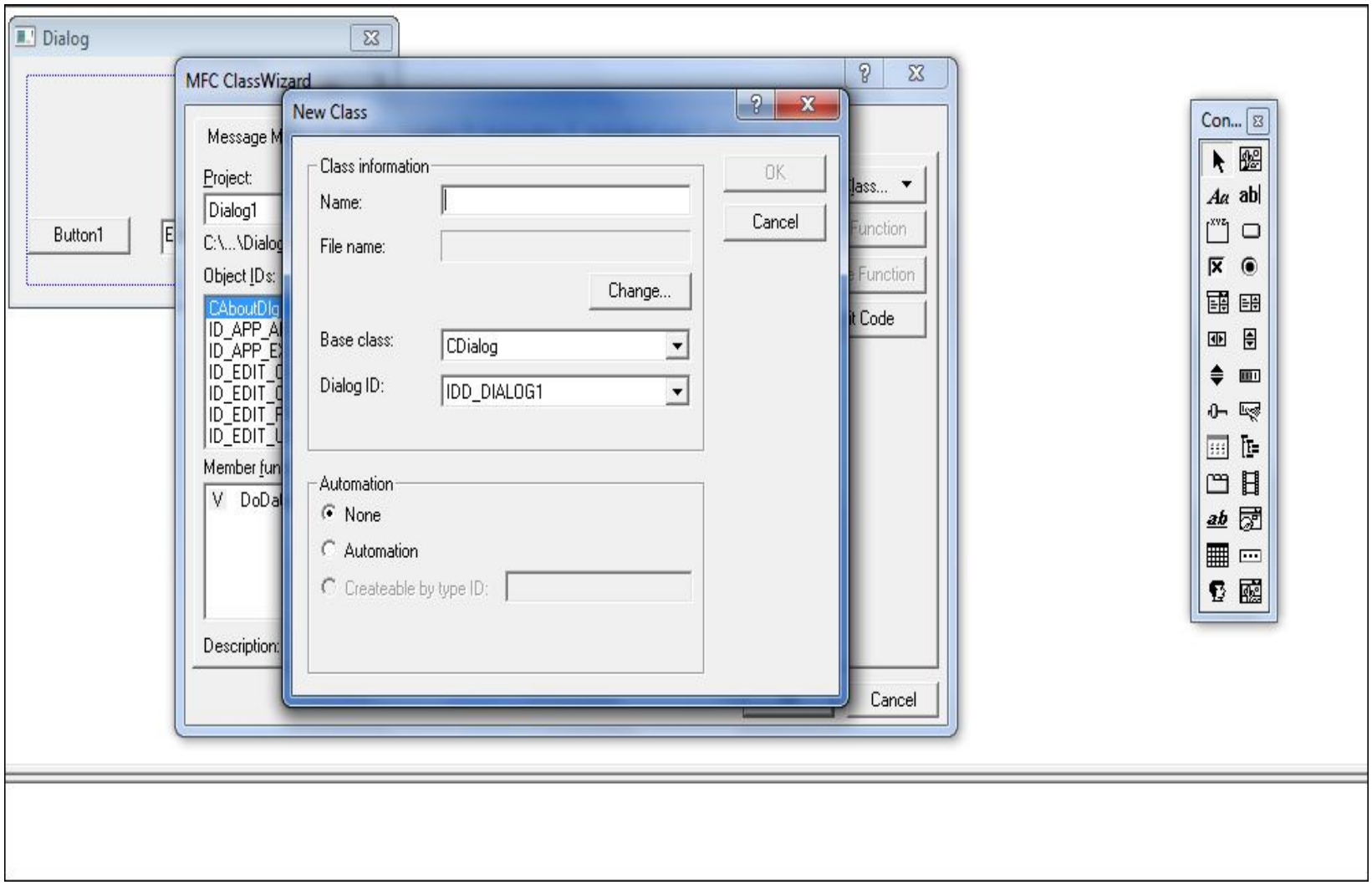
- Creating dialog boxes.
- Using button
- Using textboxes.
- Retrieving data from a text box.
- Based an application's window on a dialog box.
- Dialog member variables
- Dialog member objects.

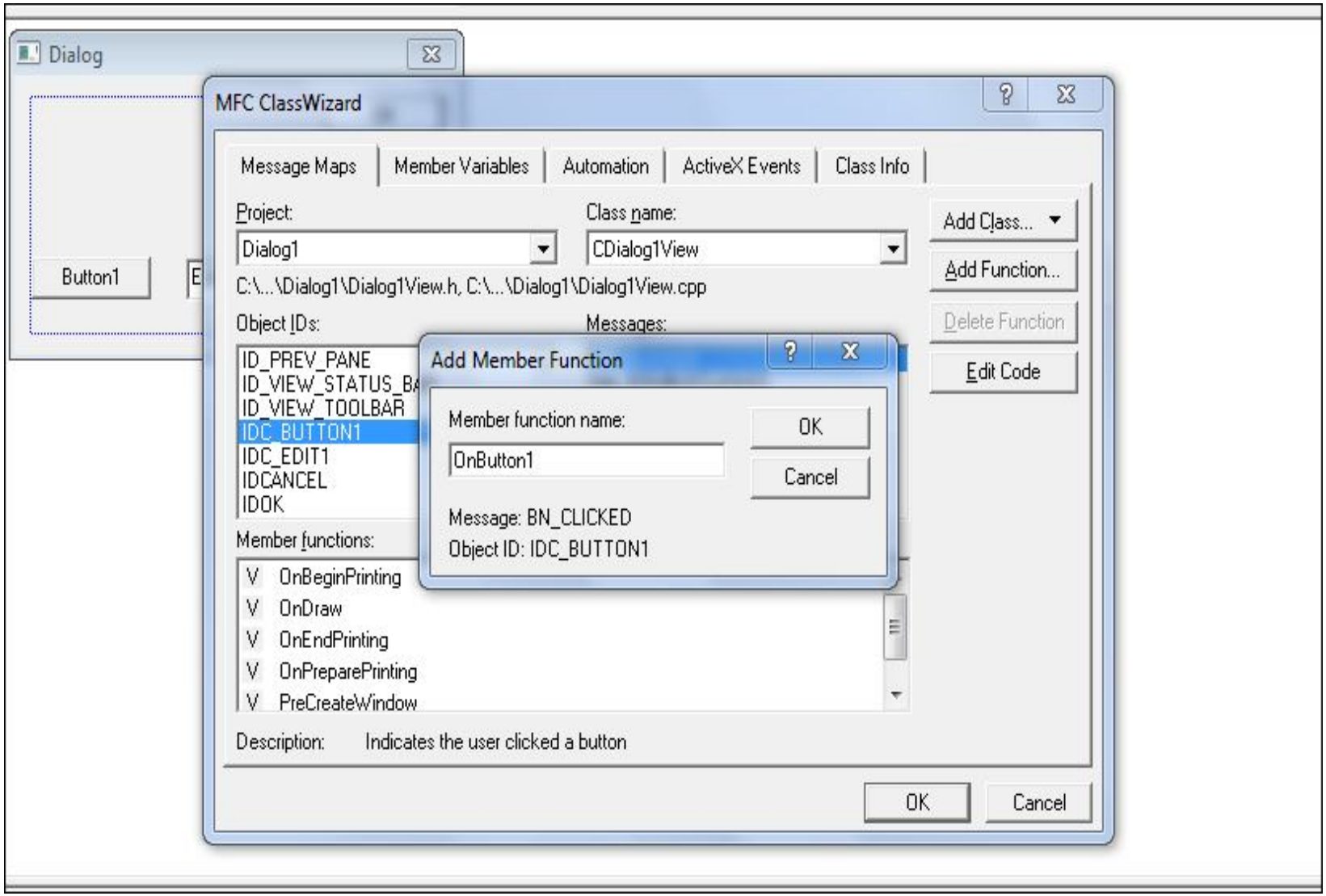

Dialog1 - Microsoft Visual C++ - [Dialog1.rc - IDR_MAINFRAME (Menu)]
File Edit View Insert Project Build Tools Window Help
(Globals)
(All global members)
(No members - Create New Class...)
Dialog1 resources *
Accelerator
Dialog
Icon
Menu
IDR_MAINFRAME
String Table
Toolbar
Version
File Edit View Help
New Ctrl+N
Open... Ctrl+O
Save Ctrl+S
Show Dialog
Save As...
Print... Ctrl+P
Print Preview
Print Setup...
Recent File
Exit
Menu Item Properties
General
Extended Styles
ID: ID_FILE_SHOWDIALOG
Caption: Show Dialog
Separator
Pop-up
Inactive
Break: None
Checked
Grayed
Help
Prompt:


Dialog1 - Microsoft Visual C++ - [Dialog1.rc - IDD_DIALOG1 (Dialog)]
File Edit View Insert Project Build Tools Window Help
(Globals)
(All global members)
(No members - Create New Class...)
Dialog1 resources *
Accelerator
Dialog
IDD_ABOUTBOX
IDD_DIALOG1
Icon
Menu
IDR_MAINFRAME
String Table
Toolbar
Version
Clas...
Res...
FileV...
Dialog
OK
Cancel


Dialog1 - Microsoft Visual C++ - [Dialog1.rc - IDD_DIALOG1 (Dialog)]
File Edit View Insert Project Build Layout Tools Window Help
(Globals)
(All global members)
(No members - Create New Class...)
Dialog1 resources *
Accelerator
Dialog
IDD_ABOUTBOX
IDD_DIALOG1
Icon
Menu
IDR_MAINFRAME
String Table
Toolbar
Version
Dialog
OK
Cancel
Button1
Edit

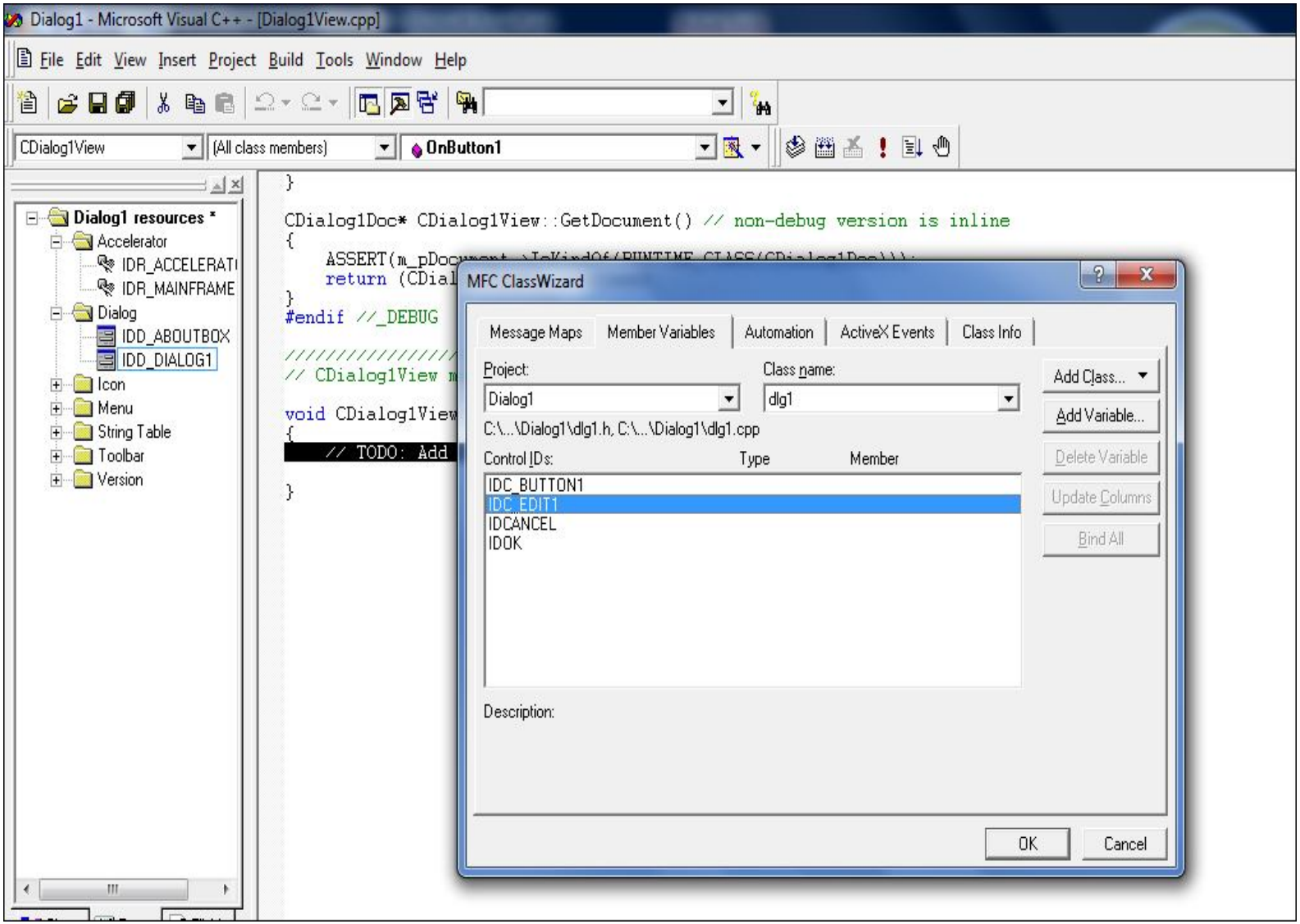

Dialog1 - Microsoft Visual C++ - [Dialog1.rc - IDD_DIALOG1 (Dialog)]
File Edit View Insert Project Build Layout Tools Window Help
(Globals)
(All global members)
(No members - Create New Class...)
Dialog1 resources *
Accelerator
Dialog
IDD_ABOUTBOX
IDD_DIALOG1
Icon
Menu
IDR_MAINFRAME
String Table
Toolbar
Version
Clas...
Res...
FileV...
Dialog
Button1
MFC ClassWizard
Message Maps
Member Variables
Automation
ActiveX Events
Class Info
Project:
Dialog1
Class name:
CAboutDlg
Add Class...
Add Function
Delete Function
Edit Code
Object IDs:
CAboutDlg
ID_APP_ABOUT
ID_APP_EXIT
ID_EDIT_COPY
ID_EDIT_CUT
ID_EDIT_PASTE
ID_EDIT_UNDO
Member functions:
V DoDataExch
Description:
OK
Cancel
Adding a Class
IDD_DIALOG1 is a new resource. Since it is a dialog resource you probably want to create a new class for it. You can also select an existing class.
OK
Cancel
Create a new class
Select an existing class
Con...


Dialog
Button1
MFC ClassWizard
Project:
Dialog1
Object IDs:
Member fun
Description:
Cancel
New Class
Class information
Name:
File name:
Change...
Base class:
CDialog
Dialog ID:
IDD_DIALOG1
OK
Cancel
Automation
None
Automation
Createable by type ID:
Con...


Dialog
Button1
MFC ClassWizard
Message Maps
Member Variables
Automation
ActiveX Events
Class Info
Project:
Dialog1
Class name:
CDialog1View
Add Class...
Add Function...
Delete Function
Edit Code
C:\...\Dialog1\Dialog1View.h, C:\...\Dialog1\Dialog1View.cpp
Object IDs:
Messages:
ID_PREV_PANE
ID_VIEW_TOOLBAR
IDC_BUTTON1
IDC_EDIT1
IDCANCEL
IDOK
Add Member Function
Member function name:
OnButton1
OK
Cancel
Message: BN_CLICKED
Object ID: IDC_BUTTON1
Member functions:
V OnBeginPrinting
V OnDraw
V OnEndPrinting
V OnPreparePrinting
V PreCreateWindow
Description: Indicates the user clicked a button
OK
Cancel

```
void CDialog1View::OnButton1()
{
   / / TODO: Add your control notification handler code here

        m_text1="welcome to dialog box";
        UpdateData(false);
}
```


Dialog1 - Microsoft Visual C++ - [Dialog1View.cpp]
File Edit View Insert Project Build Tools Window Help
CDialog1View
(All class members)
OnButton1
Dialog1 resources *
Accelerator
IDR_ACCELERATI
IDR_MAINFRAME
Dialog
IDD_ABOUTBOX
IDD_DIALOG1
Icon
Menu
String Table
Toolbar
Version
}
CDialog1Doc* CDialog1View::GetDocument() // non-debug version is inline
{
return (CDial
}
#endif //_DEBUG
// CDialog1View m
void CDialog1View
{
// TODO: Add
}
MFC ClassWizard
Message Maps
Member Variables
Automation
ActiveX Events
Class Info
Project:
Dialog1
Class name:
dlg1
C:\...\Dialog1\dlg1.h, C:\...\Dialog1\dlg1.cpp
Control IDs:
Type
Member
IDC_BUTTON1
IDC_EDIT1
IDCANCEL
IDOK
Description:
Add Class...
Add Variable...
Delete Variable
Update Columns
Bind All
OK
Cancel

```
void CDialog1View::OnFileShowdialog()
{

    // TODO: Add your command handler code here
    Dlg d;
    int r = d.DoModal();
    CDialogDoc*pDoc= GetDocument();
    ASSERT_VALID(pDoc);
    pDoc->StringData=d.m_text;
    Invalidate();

}
```

```
void CDialog1View::OnDraw(CDC* pDC)
{
    CDialog1Doc* pDoc = GetDocument();
    ASSERT_VALID(pDoc);
    pDC->TextOut(0,0, pDoc->StringData);

    // TODO: add draw code for native data here
}
```

```cpp
// Dialog1View.cpp : implementation of the CDialog1View class
//

#include "stdafx.h"
#include "Dialog1.h"

#include "Dialog1Doc.h"
#include "Dialog1View.h"

#include "Dlg.h"

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

/////////////////////////////////////////////////////////////////////////////
// CDialog1View

IMPLEMENT_DYNCREATE(CDialog1View, CView)

BEGIN_MESSAGE_MAP(CDialog1View, CView)
    //{{AFX_MSG_MAP(CDialog1View)
    ON_BN_CLICKED(IDC_BUTTON1, OnButton1)
    ON_COMMAND(ID_FILE_SHOWDIALOG, OnFileShowdialog)
    //}}AFX_MSG_MAP
    // Standard printing commands
    ON_COMMAND(ID_FILE_PRINT, CView::OnFilePrint)
    ON_COMMAND(ID_FILE_PRINT_DIRECT, CView::OnFilePrint)
    ON_COMMAND(ID_FILE_PRINT_PREVIEW, CView::OnFilePrintPreview)
```