



Getting Started with Microsoft Visual C++ 6 with an Introduction to MFC (2nd Edition)

Harvey M. Deitel, Paul J. Deitel, Tem Nieto, Edward Strassberger

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This companion to *C++ How to Program, Second Edition* -- the world's most widely used C++ textbook -- carefully explains how to use Microsoft's Visual Studio 6 integrated development environment (IDE) and Visual C++ 6 to create Windows programs using the Microsoft Foundation Classes (MFC). Key topics include: Win32 and console applications; online documentation and Web resources; GUI controls; dialog boxes; graphics; message handling; the resource definition language; and the debugger. The book includes 15 "live-code" Visual C++/MFC programs with screen captures; dozens of tips, recommended practices and cautions; and exercises accompanying every chapter. This book is part of a family of resources for teaching and learning C++, including a Web site with the book's code examples, an optional interactive CD-ROM (*C & C++ Multimedia Cyberclassroom*), and more. For anyone interested in developing with Visual C++ and MFC.

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