



## Creating the HelloMFC project

(using Visual C++ 6.0 and MFC)

1. Make the subdirectory where your application's subdirectory will reside -- or insure that the subdirectory exists.
2. File / New / Projects
  - a. select win32 application (not wizard, and not console)
  - b. use browse to set the subdirectory location (specified in 1)
  - c. enter name of project
  - d. ok
  - e. empty project, finish, okThis creates an empty project directory subdirectory with the project's name under the subdirectory specified in step 2.b
3. Project /
  - a. Add to Project / Files  
add the \*.h and \*.cpp files if they exist. For new projects you will use File / new to create new files and then add them to the project (see step 4 below).
  - b. Settings / General /  
For the "Microsoft Foundation Classes" list select "Use MFC in a Shared DLL"
  - c. okYou should now have a *project.dsp*, *project.dsw*, *project.ncb* and your \*.cpp, \*.h files as specified in steps 2.c and 3.a.
4. This step is for when you are starting a new project of your own -- not running one of my examples.  
File / New / text files for all needed files
  - a. edit header file and "save as" HelloMFC.h
  - b. edit source file and "save as" HelloMFC.cpp
5. Insert / "add files to project" for header and source file
6. Build / Build All ... have fun with the compile / edit cycle.
7. Build / execute or select executable from file explorer

```

// helloMFC.h
// Mike Barnes 10/27/98

class CHelloMFC_App : public CWinApp {
    public : virtual BOOL InitInstance();
};

// declare members, message handlers, message map

class CMainWindow : public CFrameWnd {
    public      : CMainWindow(); // construct frame
    protected : afx_msg int OnCreate(LPCREATESTRUCT);
                afx_msg void OnButton();
                DECLARE_MESSAGE_MAP()
    private   : CButton m_ctlButtonW;

};

// HelloMFC.cpp
// First example Windows / NT for CS 585
// Mike Barnes 10/27/98

# include <afxwin.h>
# include "HelloMFC.h"

// set value for button resource
# define IDC_BUTTON      100

CHelloMFC_App helloApp; // create an application framework

// Must redefine InitInstance to initialize application
BOOL CHelloMFC_App :: InitInstance () {
    m_pMainWnd = new CMainWindow;
    m_pMainWnd->ShowWindow (m_nCmdShow);
    m_pMainWnd->UpdateWindow();
    return TRUE;    }

// message map for event routing

BEGIN_MESSAGE_MAP (CMainWindow, CFrameWnd)
    ON_WM_CREATE ()
    ON_BN_CLICKED (IDC_BUTTON, OnButton)
END_MESSAGE_MAP ()

```

```

// constructor for MainWindow
CMainWindow :: CMainWindow() {
    CRect rect = new CRect(0,0,200, 123);

    // Window Style WS_OVERLAPPEDWINDOW overlaps others,
    // has a minimize and maximize button, border, and system menu
    Create (NULL, "Hello MFC", WS_OVERLAPPEDWINDOW, rect);
}

// message handlers

// MainWindow exists now create child controls
int CMainWindow :: OnCreate(LPCREATESTRUCT lpcs) {
    CRect rect;

    GetClientRect(&rect); // get size of MainWindow
    // create pushbutton as a control member
    m_ctlButtonW.Create("Hello MFC",
        WS_CHILD | WS_VISIBLE | BS_PUSHBUTTON,
        rect, this, IDC_BUTTON);
    return 0;
}

// handle button press events
void CMainWindow :: OnButton() {
    static int toggle = 0;

    toggle++;
    // uncomment the next line to see MessageBox afx use
    // MessageBox ("Button was pressed");
    if (toggle % 2)
        m_ctlButtonW.SetWindowText("press me again !");
    else
        m_ctlButtonW.SetWindowText("Hello CS585");
}

```