

Programming Microsoft Visual C++

By David Kruglinski, George Shepherd, Scot Wingo

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Microsoft Visual C++ 6.0 is the latest version of the industry-standard programming language for professionals. And "Programming Visual C++, Fifth Edition", is the newest edition of the book that's become the industry-standard text. Newly expanded and updated, it offers the same detailed, comprehensive coverage that's consistently made this title the best overall explanation of the capabilities of this powerful, complex development tool. "Programming Visual C++, Fifth Edition", delivers authoritative guidance on: Fundamentals GDI, event handling, dialog boxes, memory management, SDI and MDI, printing, and help.

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Building on the solid achievements of its predecessors, the latest edition provides important new coverage, including:

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A full discussion of the latest database programming enhancements

A valuable explanation of recent COM improvements

A comprehensive examination of Microsoft Internet Explorer 4.0 controls.

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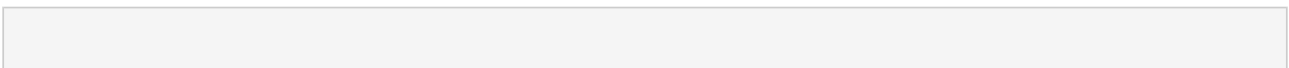
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Editorial Review

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Programming Microsoft Visual C++ reveals the structures and systems that make Windows programs work. If you know C well and are at all familiar with C++, this latest version of a classic text is an excellent springboard into programming for Microsoft Windows.

This book is sure to reveal new information to those with Windows programming experience--most of which has to do with the new tools available to Windows programmers. The authors explain COM and Active Template Library (ATL). In learning about those things, you absorb information about ActiveX technologies, database programming, and Microsoft's Internet facilities. Additionally, this guide is still the best around for those who want to put well-behaved windows on the screen, fill them with controls, and have them perform useful functions. Illumination of the Microsoft Foundation Classes (MFC) has traditionally been this book's strong point, and the coverage of MFC 6 in this edition upholds the tradition.

Throughout, illustrative code translates well to real-world projects (particularly since it all appears on a companion CD-ROM). Each example tackles a particular task, such as how to use a persistent frame window class or how to refer to the contents of Dynamic Link Libraries (DLLs). --*David Wall*

About the Author

George Shepherd is an expert on the Microsoft .NET Framework and develops some of the industry's leading third-party .NET-based tools. He is the coauthor of several popular programming books, an instructor for DevelopMentor, a speaker at industry conferences, and has served as a contributing editor for MSDN® Magazine. He's been programming with Windows since version 2.0, in the 1980s.

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