

<b>Chapter 1: Introduction</b>
You will learn: <ul style="list-style-type: none"><li>• List of utilities with Visual C++.</li><li>• How to create new projects.</li><li>• Concept of windows programming.</li><li>• Message driven architecture.</li></ul>
<b>Chapter 2: Using Visual C++</b>
You will learn: <ul style="list-style-type: none"><li>• The organization of a C++ MFC program.</li><li>• How to create debug and release versions.</li><li>• Work with projects.</li><li>• How to configure projects for WIN32 programs.</li></ul>
<b>Chapter 3: MFC</b>
You will learn: <ul style="list-style-type: none"><li>• Details of the MFC framework.</li><li>• Classes for windows development.</li><li>• MFC classes - major.</li><li>• Document/view framework.</li><li>• Non-windows classes - collections, exceptions, etc.</li></ul>
<b>Chapter 4: Class CString</b>
You will learn: <ul style="list-style-type: none"><li>• Detailed information on the class CString.</li><li>• Character manipulation using the class library.</li></ul>
<b>Chapter 5: Simple Window Program</b>
You will learn: <ul style="list-style-type: none"><li>• Sections of a simple windows program without the framework.</li><li>• Classes used in a windows program.</li><li>• How to handle messages.</li><li>• Processing events.</li></ul>

<b>Chapter 6: Menu Window Program</b>
You will learn: <ul style="list-style-type: none"><li>• How to code and compile a resource script.</li><li>• How to add a menu to a window.</li><li>• Processing of menu user commands.</li><li>• How to work with the message map.</li><li>• How to display a message box.</li></ul>
<b>Chapter 7: Static, Edit, and Push Button</b>
You will learn: <ul style="list-style-type: none"><li>• Adding child windows into a frame window.</li><li>• Processing the messages from the child windows.</li><li>• Building a message map.</li><li>• Coding and editing push buttons.</li></ul>
<b>Chapter 8: Radio, Check, and Listbox</b>
You will learn: <ul style="list-style-type: none"><li>• How to extend the windows program to include additional controls.</li><li>• How to query and manipulate the basic controls.</li><li>• How to populate a listbox and determine which row has been selected.</li></ul>
<b>Chapter 9: Multi Selection List Box</b>
You will learn: <ul style="list-style-type: none"><li>• How to extend the capabilities of a list box to support multi selection items.</li><li>• Retrieving all selected and/or non-selected items.</li><li>• Changing the styles of a listbox.</li></ul>
<b>Chapter 10: Resource Editor</b>
You will learn: <ul style="list-style-type: none"><li>• How to code resource scripts manually.</li><li>• How to code resource scripts with the Resource Editor.</li><li>• How to debug RC files.</li><li>• How to understand all of the different resources.</li></ul>

<b>Chapter 11: Simple Modal Dialog Box</b>
You will learn: <ul style="list-style-type: none"><li>• Using the RC file for creating a dialog box.</li><li>• Coding the system for displaying and destroying a modal dialog box.</li><li>• Dialog Editor for creating dialog boxes.</li></ul>
<b>Chapter 12: Modal Dialog Program</b>
You will learn: <ul style="list-style-type: none"><li>• How to retrieve/set values from child windows in a dialog box.</li><li>• How to add items to a list box in a dialog box.</li><li>• Alternate methods of extracting information.</li></ul>
<b>Chapter 13: Application Wizard</b>
You will learn: <ul style="list-style-type: none"><li>• How to generate a skeleton program for SDI with MFC Framework.</li><li>• How to change the option of the generated program.</li><li>• The details of a project's architecture.</li></ul>
<b>Chapter 14: Generated Application - MFC</b>
You will learn: <ul style="list-style-type: none"><li>• A detailed description of the generated program design, its methods and source programs.</li><li>• How to use the Main Frame program and when it is to be changed.</li><li>• How to use Document/View and when those routines are to be modified.</li><li>• Special components such as Open/Save, Help and Printing.</li><li>• How to code for the Draw event.</li></ul>
<b>Chapter 15: Modifying AppWizard Programs</b>
You will learn: <ul style="list-style-type: none"><li>• How to display text into the client window.</li><li>• Retrieving text from the client window.</li><li>• How to process mouse commands - including click and moving.</li><li>• How to set and move the caret.</li></ul>

<b>Chapter 16: Using Menus</b>
You will learn: <ul style="list-style-type: none"><li>C Creating a menu with the Resource Editor.</li><li>C Coding the program with pop up menus.</li><li>C How to dynamically change menus.</li><li>C How to change the system menu.</li><li>C The Class Wizard.</li></ul>
<b>Chapter 17: Controls in a Dialog</b>
You will learn: <ul style="list-style-type: none"><li>C How to put control into a dialog window.</li><li>C Accessing the controls.</li><li>C Working with push buttons, text and list boxes.</li><li>C Process the OK and Cancel buttons.</li></ul>
<b>Chapter 18: Modeless Dialogs</b>
You will learn: <ul style="list-style-type: none"><li>C How to code a program with a modeless dialog box.</li><li>C Asynchronous processing of windows.</li><li>C Additional techniques using the class Wizard.</li><li>C How to close a modeless window.</li></ul>
<b>Chapter 19: ActiveX Controls</b>
You will learn: <ul style="list-style-type: none"><li>C How to insert ActiveX controls into a window.</li><li>C Manipulate the control from a program.</li><li>C Create and use wrapper classes.</li><li>C Use Class Wizards with ActiveX controls.</li></ul>
<b>Chapter 20: MDI Applications</b>
You will learn: <ul style="list-style-type: none"><li>• How to code for MDI applications.</li><li>• How to create child windows.</li><li>• Tiling and cascading windows.</li><li>• Working with MDI templates and documents.</li><li>• Loading and storing documents.</li></ul>