

Window SDK Programme

Duration 3 days

WINDOWS 98 OVERVIEW & PROGRAMMING

- Features of windows, 32bit OS, Thread based multitasking
- Windows call based interface, dlls
- Windows programming: desktop model, mouse, icons, bitmap, graphics, menus dialog box
- Component of windows application basic, win main(), window procedure message loop
- Window function definition file and error handling

PROCESSING MESSAGES & MESSAGE BOX AND MENUS

- Responding to a key press
- Device contexts, processing the wm_paint message,
- Responding to mouse message, button messages and double click
- More keyboard messages, generating timer messages, positioning windows
- Creating resources: simple menus, menu responding, adding menu accelerators overriding class menu using wm_command and rules

INTRODUCING DIALOG BOXES

- Modal vs dialog box message, activating a dialog box, deactivating simple dialog box,
- dialog box resource file, dialog box window function, adding a list box,
- Initializing the list box, processing selection, adding edit box exploring edit and list box
- Messages and creating modeless dialog box. Bitmaps
- Defining Icons and Cursors, Loading simple Icons and Cursors
- Using a bitmaps creating bitmap resource, displaying a bitmap deleting a bitmap, using multiple bitmap using load image.

WORKING WITH TEXT AND SOLVING THE REPAINT PROBLEM

- Windows coordinators, setting the background color and text, setting the background and display mode, obtaining the text metrics. Computing the length of string, obtaining text metrics

- Solving the repaint problem, virtual window theory, creating virtual window theory, improving the repaint efficiency, working with fonts, using built in fonts , enumerating fonts.

WORKING WITH GRAPHICS

- The graphics coordinates system, pens and brushes, setting the pixel, drawing lines, setting current location, drawing an arc, displaying rectangle, drawing ellipse and pie slices, working with pen, creating custom brushes, deleting custom pens and brushes
- Understanding mapping mode and view ports : setting the mapping modes, defining the window extents, defining the view port setting the view ports origin

DLLS AND ACTIVEX

- Creating Dlls, Why create Dlls, DLL basics, Simple Dlls, Creating a Header file, Using the Dll, Using DllMain() adding DllMain() to MyDLL, Runtime Dynamic Linking.
 - A jump to Start the ActiveX, What is ActiveX, Ole and ActiveX, the Component Object model, the Com Interface, Events, Properties, and methods, activex and com the next future.
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