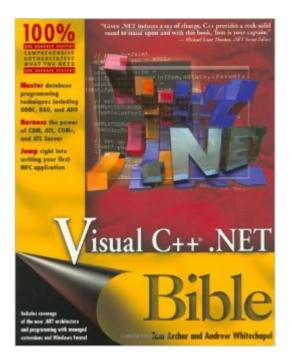
# The book was found

# **Visual C++.NET Bible**





## **Synopsis**

If you want to gain more precise control over Windows and Web-based applications, this is the only comprehensive combination reference with tutorial you need by your side. Expert programmer and author Tom Archer begins with thorough hands on introduction, such as SDI applications, MDI applications and dialogs then moves quickly to the skills expected of professionals, such as internet programming, multithreaded programming and attribute programming. The author ensures that the novice professional receives special explanation as well as dispensing expert tips, such as ATL Server issues and programming .NET for the advanced developers. This book fills the "holes" between understanding how to create a Visual C++ project and how to implement a complex application. Visual C++.NET Bible is the essential guide for developers at every skill level with its step-by-step instructions, real world examples and Tom's expert insight into developing industrial strength applications.

### **Book Information**

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#### Customer Reviews

I've been working through this book for a while now, and overall the material is presented in a decent format. For the most part you can pick the topic to work on (ie. Menus, Dialog boxes, etc) and focus on that chapter to learn it. For someone like myself who needs a point solution (very specific app with very narrow GUI requirements) this works well. However that said, one thing that is driving me nuts in this book are the bug-ridden examples. I've been through quite a few chapters

now, and I've come to the expectation that its not a question of -if- a given example has a bug, but where it is located (since it almost certainly has one or more). To give an example I just read over the Modeless dialog example in chapter 11. It starts off having you throw down a dialog and a bunch of controls, without exactly telling you what IDs to give them (after a while you get used to this, because the author does this a lot). Its important because by the time you get to step 7 in the example you realize that the ellipsis button should have an ID of IDC\_FILEOPEN if you want your function call to line up with the demo (again not such a problem since you can change the IDs at anytime - but I'm just getting started). At step 10 you get to enter in a global function (huh? what the heck happened to the class?). Moving on - Step 12 has you adding in member variables to a class which won't exist until step 13. Yeah good job there. Step 19 has an erroneous structure definition. And to top it off, steps 21 and 23 have you add message handler functions without actually telling you how to map them in the message map. Whew! and this is just one example program. Typed in exactly as the steps in the book describe, this example compiled with something like 20+ errors.

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