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Professional MFC With Visual C++ 6

PROGRAMMER TO PROGRAMMER™

"My aim is to help you to discover the great features of Visual C++ 6 for yourself, and then I'll show you how to make the best applications, utilities and embedded objects in town, using MFC."
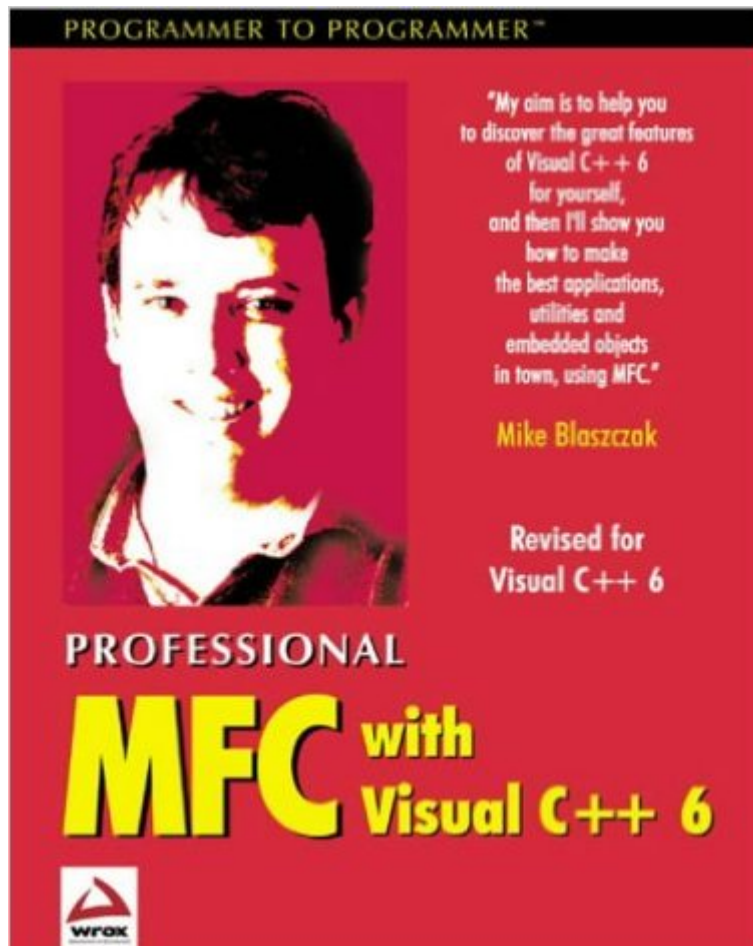
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Revised for Visual C++ 6

PROFESSIONAL

MFC with Visual C++ 6

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Synopsis

The MFC is a class library that provides a collection of C++ classes, taking the drudgery out of writing software for Windows. The classes are targeted at the features your application needs - such as status bars, the implementations required for multiple document windows, and support for context-sensitive help - which means that using MFC saves you coding time which you can use to implement other features in your application. This book will give a detailed discussion of the majority of classes present in Microsoft's application framework library, and the tools provided by Visual C++ 6. Throughout the book, you will learn how all of the features in the environment come together with the features of MFC, giving you tremendous power to develop your application.

Book Information

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Customer Reviews

I have read about half of the VC++ 5 version of the book and now switched to the newer edition. The material he covers is both usefull and advanced. To this date i haven't found a better book on MFC (some win32api) that will cover subjects as much as Blaszczak does. If you'll read his book and cross reference MSDN, and write the code at the same time, you'll literally master MFC development. Usefull as a reference for variety of MFC topics. Absolutely the best deal you can get if you're learning MFC. But, if you have previous edition, you won't get much with the new one.

Yes, it's true that this books is much like its predecessor, but then again; so is Visual C++. This a not a "how to" book, but a reference. Some subjects are covered very well, while some are covered

somewhat poorly. On the whole, it's a good source of information. Again, it's not very useful as a tutorial, but I don't think it was written for that purpose. This book is the first place I go for "information", often not the last; but a good place to start. I don't know exactly what is different from the last release. I don't have time to do a comparison, so I'm glad that Mr. Blaszczak took the time to update his book with those changes. There is "nothing" more frustrating than to have unexpected behavior, only to find out it's the result of using something in an outdated manner.

Have had this book for about 3-4 months and find myself referring to it more and more. The DevNet CD's have 1.8 Gig of information, and I have a half dozen other MFC books, but I often find for technical issues that this book is the only source that covers the finer details that are the actual cause of the problem.

I own 6 MFC books, and out of all of them, Professional MFC with Visual Studio 6 is by far the most complete. When I wanted to look up a subject I was having trouble with, I used to have to flip through a few of my books before I found a decent section covering the topic, if I even did. Since I bought this book however, I just look in it and the rest of the books have been gathering dust on my floor. I'd highly recommend it.I'm using VS 2003, but MFC hasn't changed that much so the content is still relevant. There was no CD with the book, but I was able to track down a download that contained all the sample code after following a few links (the d/l location mentioned in the book is no longer there).

This book wonderfully explains how MFC classes and concepts actually work. It allows you to work-by-understanding, as opposed to by example. His writting style is also livly and he doesn't leave out the important details like what a constant actually equals so you can avoid conflicts with it. I would say anyone who uses MSVC++ should have this book on their desk. The fact that there is no CD is a plus. You can learn from this book away from your computer. It's not littered with code that you skip anyway, but has the code where it's needed. Worth every penny.

This book is well worth the price. It does a very good job of explaining MFC. Easy to read, even though it has 1200 +/- pages. You don't even have to read each chapter in order to learn what you need to know.Some reviewers complained that there is no CD. Fear not, you can download all source code from the wrox website. Sure, it's less convenient than a CD, but oh well.

I read the previous edition, VC++ 5.0, which is 1,050 pages long. The current edition is much the same book and is 1,200 pages long. When I bought the previous edition, I wasn't planing to read all of it, nor even a third of it. I expected I'd read a few chapters and have the rest available for possible reference. But I ended up reading every chapter. As it says on the back cover the book is intended as a tutorial, not a reference work. It covers large tracts of the Microsoft programming platform with the assumption that you've already had some exposure to the platform as a programmer. And it's one of the very best computer programming books I've ever read.

I have the previous edition, and wanted to be sure I had Mike's latest view on any point I'm having trouble with. Noone knows as much about MFC as he does. That said though, after comparing the table of contents of this new edition and the previous one, I have to wonder if I have more money than brains. The page counts of some sections have increased a little, but there's just enough change in page layout to make it unclear if there's much new material at all. Also, even though my invoice said the book includes a CD, there is none. As an earlier review points out, the previous edition had one, and it even included the full text of the book. That's a major help when searching for something. For the price difference, I'd be hard pressed to recommend that anyone buy this new edition when they could get the previous one cheaper and also have the CD. If you already have the previous edition, save your money and prove you're smarter than me.

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