Sisteme de Operare

**Nicoleta Radu – Tema 3**

//#undef UNICODE

#include <windows.h>

#include <stdio.h>

#include "resource.h"

#define MAX\_ENV 2000

LRESULT CALLBACK WndProc(HWND, UINT, WPARAM, LPARAM);

BOOL CALLBACK DlgProc(HWND hDlg, UINT iMsg,

WPARAM wParam, LPARAM lParam);

BOOL dlgActive = FALSE; //variabila pentru caseta de dialog

HWND hwndMain; //variabila handle a ferestrei principale

int WINAPI WinMain(HINSTANCE hInstance, HINSTANCE hPrevInstance,

PSTR szCmdLine, int iCmdShow)

{

static char szAppName[] = "Dialog";

HWND hwnd;

MSG msg;

WNDCLASSEX wndclass;

wndclass.cbSize = sizeof(wndclass);

wndclass.style = CS\_HREDRAW | CS\_VREDRAW; //optiuni pentru stilul clasei

wndclass.lpfnWndProc = WndProc;

wndclass.cbClsExtra = 0;

wndclass.cbWndExtra = 0;

wndclass.hInstance = hInstance;

wndclass.hIcon = LoadIcon(NULL, IDI\_APPLICATION);

// incarca pictograma fisierelor de tip aplicatie

wndclass.hCursor = LoadCursor(NULL, IDC\_ARROW); // incarca cursorul sageata

wndclass.hbrBackground = (HBRUSH)GetStockObject(WHITE\_BRUSH);

// fondul ferstrei de culoare alba

wndclass.lpszMenuName = NULL;

wndclass.lpszClassName = szAppName;

wndclass.hIconSm = LoadIcon(NULL, IDI\_APPLICATION);

RegisterClassEx(&wndclass);

hwnd = CreateWindow(szAppName, //numele clasei inregistrat cu RegisterClass

"Un program simplu", // text pentru bara de titlu a ferestrei

WS\_OVERLAPPEDWINDOW, // stilul ferestrei

CW\_USEDEFAULT, // pozitia orizontala implicit�

CW\_USEDEFAULT, // pozitia verticala implicita

CW\_USEDEFAULT, // latimea implicita

CW\_USEDEFAULT, // inaltimea implicita

NULL, // handle-ul ferestrei parinte

NULL, // handle-ul meniului ferestrei

hInstance, // proprietara ferestrei

NULL);

SetWindowPos(hwnd, HWND\_BOTTOM, 0, 0, 0, 0, SWP\_NOACTIVATE);

// schimba dimensiunea, pozitia si ordinea z a ferestrei copil, a ferestrei pop-up

ShowWindow(hwnd, SW\_HIDE);

UpdateWindow(hwnd);

hwndMain = hwnd;

while (GetMessage(&msg, NULL, 0, 0))

{

TranslateMessage(&msg);

DispatchMessage(&msg);

}

return msg.wParam;

}

LRESULT CALLBACK WndProc(HWND hwnd, UINT iMsg, WPARAM wParam, LPARAM lParam)

{

static HINSTANCE hInstance;

switch (iMsg)

{

case WM\_CREATE: // operatiile ce se executa la crearea ferestrei

// se creaza caseta de dialog

hInstance = ((LPCREATESTRUCT)lParam)->hInstance;

if (!dlgActive) {

DialogBox(hInstance, MAKEINTRESOURCE(IDD\_DIALOG),

hwnd, DlgProc);

PostMessage(hwnd, WM\_CLOSE, 0, 0);

// insereaza un nou mesaj nou in coada de asteptare

}

return 0;

case WM\_DESTROY:

PostQuitMessage(0); // insereaza un mesaj de incheiere

return 0;

}

return DefWindowProc(hwnd, iMsg, wParam, lParam);

}

/////////////////////////////////////////////////////////////

BOOL CALLBACK DlgProc(HWND hDlg, UINT iMsg, WPARAM wParam, LPARAM lParam) {

char delimitator[2] = "=";

char buffer[MAX\_ENV], \*NumeVarMediu;

char VarMed[100], lpBuffer[2000] = "", bufferList[2000] = "";

HWND hwnd;

LPTSTR lpszVariable;

//GetEnvironmentVariable(NumeVarMediu,lpBuffer,MAX\_PATH-1);

//printf("%s\n",lpBuffer);

switch (iMsg) {

case WM\_INITDIALOG:

// setari initiale

// aloca memorie pt copia blocului de variab de mediu

NumeVarMediu = GetEnvironmentStrings();

lpszVariable = (LPTSTR)NumeVarMediu;

//hwnd = GetDlgItem(hDlg, IDC\_EDIT\_LIST);

while (strlen(lpszVariable) > 0)

{

strcpy\_s(buffer, lpszVariable);

NumeVarMediu = strtok(buffer, delimitator);

strcat\_s(lpBuffer, NumeVarMediu);

strcat\_s(lpBuffer, "\r\n");

// setarea casetei de editare cu numele variabilei de env

SetDlgItemText(hDlg, IDC\_EDIT\_LIST, lpBuffer);

lpszVariable = lpszVariable + strlen(lpszVariable) + 1;

}

// elibereaza memorie pentru copia blocului variab de mediu

//FreeEnvironmentStrings(NumeVarMediu);

return TRUE;

case WM\_CLOSE:

dlgActive = FALSE;

EndDialog(hDlg, 0);

return TRUE;

case WM\_COMMAND:

switch (LOWORD(wParam)) {

case IDC\_BUTTON\_VALOARE:

GetDlgItemText(hDlg, IDC\_EDIT\_VARIABILA, VarMed, 100);

if (GetEnvironmentVariable(VarMed, buffer, MAX\_ENV))

{

MessageBox(hDlg, buffer,"Valoarea variabilei de mediu", MB\_OK);

}

else

{

MessageBox(hDlg, "Nu s-a gasit variabila de mediu", "EROARE", MB\_OK|MB\_ICONSTOP);

}

return TRUE;

case IDC\_CANCEL: // operatii ce se executa la actiunea apasarii but. CANCEL

MessageBox(hDlg, "Abandon!", "Ati selectat CANCEL", MB\_OK);

dlgActive = FALSE;

EndDialog (hDlg, 0);

return TRUE;

}

break;

}

return FALSE;

}





