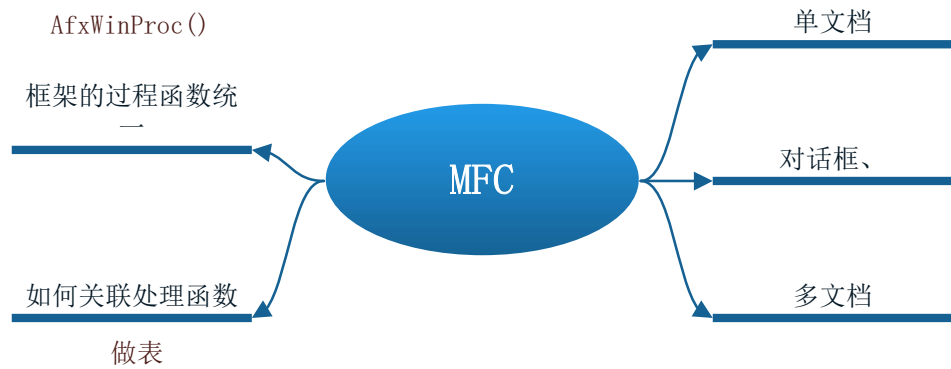


```

LRESULT CWnd::WindowProc(UINT message, WPARAM wParam, LPARAM lParam)
{
    // OnWndMsg does most of the work, except for DefWindowProc call
    LRESULT lResult = 0;
    if (!OnWndMsg(message, wParam, lParam, &lResult))
        lResult = DefWindowProc(message, wParam, lParam);
    return lResult;
}

```



```
#define DECLARE_MESSAGE_MAP() \
private: \
    static const AFX_MSGMAP_ENTRY _messageEntries[]; \
protected: \
    static AFX_DATA const AFX_MSGMAP messageMap; \
    static const AFX_MSGMAP* PASCAL _GetBaseMessageMap(); \
    virtual const AFX_MSGMAP* GetMessageMap() const; \

#else
#define DECLARE_MESSAGE_MAP() \
private: \
    static const AFX_MSGMAP_ENTRY _messageEntries[]; \
protected: \
    static AFX_DATA const AFX_MSGMAP messageMap; \
    virtual const AFX_MSGMAP* GetMessageMap() const; \

#endif
```

DECLARE_MESSAGE_MAP() 宏
定义了一个静态的消息映射表数组

把类和对话框进行了绑定

CDlg类

CAPP类

全局的CAPP对象

CAPP类负责应用程序的初始化

InitInstance()
相当于WinMain()函数做的初始
华窗口操作

```
int WINAPI HFXWINMain(HINSTANCE nInstance, HINSTANCE nPrevInstance,
    LPTSTR lpCmdLine, int nCmdShow)
{
    ASSERT(hPrevInstance == NULL);

    int nReturnCode = -1;
    CWinThread* pThread = AfxGetThread();
    CWinApp* pApp = AfxGetApp();

    // AFX internal initialization
    if (!AfxWinInit(hInstance, hPrevInstance, lpCmdLine, nCmdShow))
        goto InitFailure;
```

```
struct AFX_MSGMAP_ENTRY
{
    UINT nMessage;    // windows message
    UINT nCode;       // control code
    UINT nID;         // control ID (or menu ID)
    UINT nLastID;     // used for enter
    UINT nSig;        // signature type
    AFX_PMSG pfn;     // routine to call
};
```

⊕ pApp	0x004167a0 class CDemo1App theApp
⊕ pThread	0x004167a0 class CDemo1App theApp

拿到全局CAPP对象
地址相同，证明都是CAPP的基类

自己模拟对话框，暂控消息循环，实现了双击写代码

非模态对话框

消息映射表

表项

message
code or WM_NOTIFY code
ID (or 0 for windows messages)
or entries specifying a range of control id's
are type (action) or pointer to message #
to call (or special value)

.h声明

```
.....  
#define BEGIN_MESSAGE_MAP(theClass, baseClass) \  
    const AFX_MSGMAP* PASCAL theClass::_GetBaseMessageMap() \  
    { return &baseClass::messageMap; } \  
    const AFX_MSGMAP* theClass::GetMessageMap() const \  
    { return &theClass::messageMap; } \  
    AFX_COMDAT AFX_DATADEF const AFX_MSGMAP theClass::messageMap = \  
    { &theClass::_GetBaseMessageMap, &theClass::_messageEntries[0] }; \  
    AFX_COMDAT const AFX_MSGMAP_ENTRY theClass::_messageEntries[] = \  
    { \  
  
#else  
#define BEGIN_MESSAGE_MAP(theClass, baseClass) \  
    const AFX_MSGMAP* theClass::GetMessageMap() const \  
    { return &theClass::messageMap; } \  
    AFX_COMDAT AFX_DATADEF const AFX_MSGMAP theClass::messageMap = \  
    { &baseClass::messageMap, &theClass::_messageEntries[0] }; \  
    AFX_COMDAT const AFX_MSGMAP_ENTRY theClass::_messageEntries[] = \  
    { \  
  
#endif  
  
#define END_MESSAGE_MAP() \  
    { 0, 0, 0, 0, AfxSig_end, (AFX_PMSG)0 } \  
};
```

.cpp定义

```
BEGIN_MESSAGE_MAP(CDemo1Dlg, CDialog)  
    //{AFX_MSG_MAP(CDemo1Dlg)  
    ON_WM_SYSCOMMAND()  
    ON_WM_PAINT()  
    ON_WM_QUERYDRAGICON()  
    ON_BN_CLICKED(IDC_BUTTON1, OnButton1)  
    ON_WM_KEYDOWN()  
    ON_BN_CLICKED(IDC_BUTTON2, OnButton2)  
    //}  
END_MESSAGE_MAP()
```