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1
2 // MainFrm.h : interface of the CMainFrame class
3 //
4
5 #pragma once
6
7 class CMainFrame : public CMDIFrameWndEx
8 {
9 public:
10     // Public Constructors
11     CMainFrame() noexcept;
12     virtual ~CMainFrame();
13
14     //Public Overrides
15     virtual BOOL PreCreateWindow(CREATESTRUCT& cs);
16     virtual BOOL LoadFrame(UINT nIDResource, DWORD dwDefaultStyle =
        WS_OVERLAPPEDWINDOW | FWS_ADDTOTITLE, CWnd* pParentWnd =
        nullptr, CCreateContext* pContext = nullptr);
17
18     // Public Implementations
19     DECLARE_DYNAMIC(CMainFrame)
20 #ifdef _DEBUG
21     virtual void AssertValid() const;
22     virtual void Dump(CDumpContext& dc) const;
23 #endif
24
25 protected:
26     // Protected Implementations
27     DECLARE_MESSAGE_MAP()
28
29     // Protected Resources
30     CMFCMenuBar m_wndMenuBar;
31     CMFCToolBar m_wndToolBar;
32     CMFCStatusBar m_wndStatusBar;
33     CMFCToolBarImages m_UserImages;
34
35     // Protected Message Handlers
36     afx_msg int OnCreate(LPCREATESTRUCT lpCreateStruct);
37     afx_msg void OnWindowManager();
38     afx_msg void OnViewCustomize();
39     afx_msg LRESULT OnToolBarCreateNew(WPARAM wp, LPARAM lp);
40     afx_msg void OnApplicationLook(UINT id);
41     afx_msg void OnUpdateApplicationLook(CCmdUI* pCmdUI);
42     virtual void OnSetActiveView(CView* pViewNew, BOOL bNotify =
        TRUE);
43
44 private:
45     // Private Initialisers
46     int init_tabs();
47     int init_menubar();
48     int init_toolbar();
49     int init_statusbar();
50     int init_dockingwindows();
51     int init_customisation();
52     int init_userimages();
53     int init_commands();
```

54 };

55