

```
1
2 #pragma once
3 #include "CAppObject.h"
4 #include "CTextHandler.h"
5 #include "CTextEditorObject.h"
6
7 class CDocView
8 {
9 public:
10     // Public constructors
11     CDocView();
12     ~CDocView();
13
14 protected:
15
16     // Protected Commands
17     virtual void updateWindow(BOOL caret = TRUE, BOOL window = TRUE) ↗
18         = 0;
19
20     // Protected resources
21     CTextHandler textInput;
22     CFont fFont;
23
24     std::map<CString, CBitmap*> m_pBitmaps;
25 };
26
27
```