

```
1
2 #pragma once
3
4 class CTextHandler
5 {
6 public:
7     // Public constructors
8     CTextHandler();
9     ~CTextHandler();
10
11     // Public commands
12     CString RecieveText();
13     void DestroyText();
14
15     // Public message handlers
16     BOOL OnKeyDown(UINT nChar, UINT nRepCnt, UINT nFlags);
17     BOOL OnKeyUp(UINT nChar, UINT nRepCnt, UINT nFlags);
18
19 private:
20     // Private resources
21     CString text;
22     BOOL shift;
23 };
24
25
```