

```
1
2 // ChildFrm.cpp : implementation of the CChildFrame class
3 //
4
5 #include "pch.h"
6 #include "framework.h"
7 #include "DesignArk.h"
8
9 #include "ChildFrm.h"
10
11 #ifdef _DEBUG
12 #define new DEBUG_NEW
13 #endif
14
15 // CChildFrame
16
17 IMPLEMENT_DYNCREATE(CChildFrame, CMDIChildWndEx)
18
19 BEGIN_MESSAGE_MAP(CChildFrame, CMDIChildWndEx)
20 END_MESSAGE_MAP()
21
22 // CChildFrame construction/destruction
23
24 CChildFrame::CChildFrame() noexcept
25 {
26     // TODO: add member initialization code here
27 }
28
29 CChildFrame::~CChildFrame()
30 {
31 }
32
33
34 BOOL CChildFrame::PreCreateWindow(CREATESTRUCT& cs)
35 {
36     // TODO: Modify the Window class or styles here by modifying the
37     // CREATESTRUCT cs
38     if( !CMDIChildWndEx::PreCreateWindow(cs) )
39         return FALSE;
40     return TRUE;
41 }
42
43 // CChildFrame diagnostics
44
45 #ifdef _DEBUG
46 void CChildFrame::AssertValid() const
47 {
48     CMDIChildWndEx::AssertValid();
49 }
50
51 void CChildFrame::Dump(CDumpContext& dc) const
52 {
53     CMDIChildWndEx::Dump(dc);
54 }
55 #endif // _DEBUG
```

56

57 // CChildFrame message handlers

58