// PPMS.h : main header file for the PROJECT\_NAME application

//

#pragma once

#ifndef \_\_AFXWIN\_H\_\_

#error "include 'stdafx.h' before including this file for PCH"

#endif

#include "resource.h" // main symbols

// CPPMSApp:

// See PPMSV0.1.cpp for the implementation of this class

//

class CPPMSApp : public CWinApp

{

public:

CPPMSApp();

// Overrides

public:

virtual BOOL InitInstance();

// Implementation

DECLARE\_MESSAGE\_MAP()

};

extern CPPMSApp theApp;