* MFC is organised as a hierarchical tree of classes.
* The ancestor is the CObject class.
* CObject class provides features such as–
* Performing value streaming for saving or opening contents of files
* Controlling dynamic creation and destruction of its inherited classes
* Checking the validity of variables of classes
* CCmdTarget: Manages messages sent by objects of an application to the operating system to specify their needs.
* CWinApp: Class for a Windows Application. Included in the afxwin.h header file. Provides all the basic functionality that an application needs. It is derived from CWinThread class.
* CWnd: Provides the basic functionality of a window. An object created from CWnd must have a parent, i.e. it must be a secondary window called from another existing window.
* CFrameWnd: Defines what a window looks like, e.g. its name, size, location, etc. It is derived from CWnd class. To create a window object from CFrameWnd, the class itself must be derived from CFrameWnd.

**Reference to the Main Window:**

* After creating a window, to let the application use it, create a pointer to CFrameWnd.
* To use the frame window, assign its pointer to CWinThread::m\_pMainWnd.
* This is done in the InitInstance() implementation of the application.
* To get a pointer to m\_pMainWnd anytime anywhere in your program, call the AfxGetMainWnd() function, by using the following syntax –

CWnd\* AfxGetMainWnd();

* It simply returns a pointer to CWnd.
* Because all MFC’s window objects are based on the CWnd class, it can give the access to the main class used for this application.