

Changes needed - 1:

```
//This is the main window class
class CMainWin : public CFrameWnd
{
    char charEntered;
    CPoint pos;
public:
    CMainWin();
    afx_msg void OnChar(UINT Ch, UINT Count,
                        UINT Flags);
    afx_msg void OnLButtonDown(UINT flags,
                               CPoint loc);
    afx_msg void OnPaint();
    DECLARE_MESSAGE_MAP()
};
```

```
// This is the application's mess
```

PAINTST





- Once you have defined a menu, you include it in you

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Defining a Vee port

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