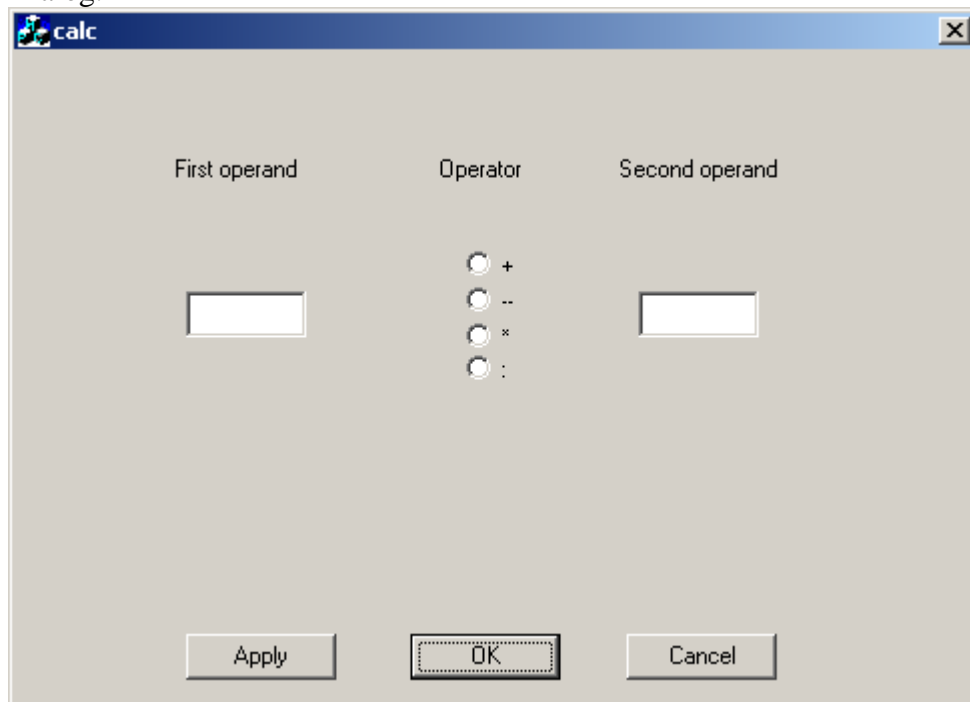


Project "CALC": Dialog based

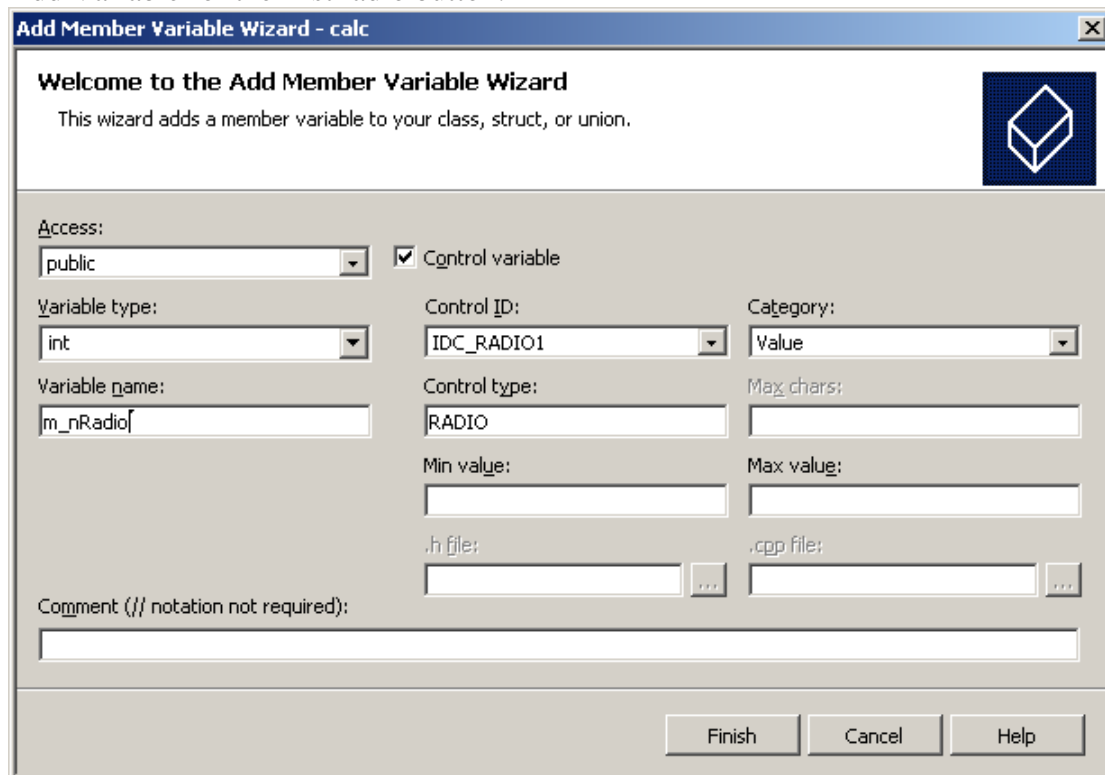
Dialog:



grouping radio buttons:

set the "Group" property of the first radio button to True (CTRL+D shows the tab order to see the first button);

Add Variable for the first radio button:



Add variable:

Add Member Variable Wizard - calc

Welcome to the Add Member Variable Wizard
This wizard adds a member variable to your class, struct, or union.

Access: public ☒ Control variable

Variable type: float Control ID: IDC_EDIT1 Category: Value

Variable name: m_firstOp Control type: EDIT Max chars:

Min value: Max value:

.h file: .cpp file:

Comment (// notation not required):

Finish Cancel Help

float m_firstOp (IDC_EDIT1), m_secondOp (IDC_EDIT2),

float m_fResult.

Initialization is added automatically to Dialog constructor.

```
void CcalcDlg::OnBnClickedButton1()
{
    // TODO: Add your control notification handler code here
    UpdateData( TRUE );
    switch (m_nRadio)
    {
    case 0:
        m_fResult = m_firstOp + m_secondOp;
        break;
    case 1:
        m_fResult = m_firstOp - m_secondOp;
        break;
    case 2:
        m_fResult = m_firstOp * m_secondOp;
        break;
    case 3:
        m_fResult = m_firstOp / m_secondOp;
        break;
    }
    CString ResStr;
    ResStr.Format("%f",m_fResult);
    AfxMessageBox(ResStr);
}
```