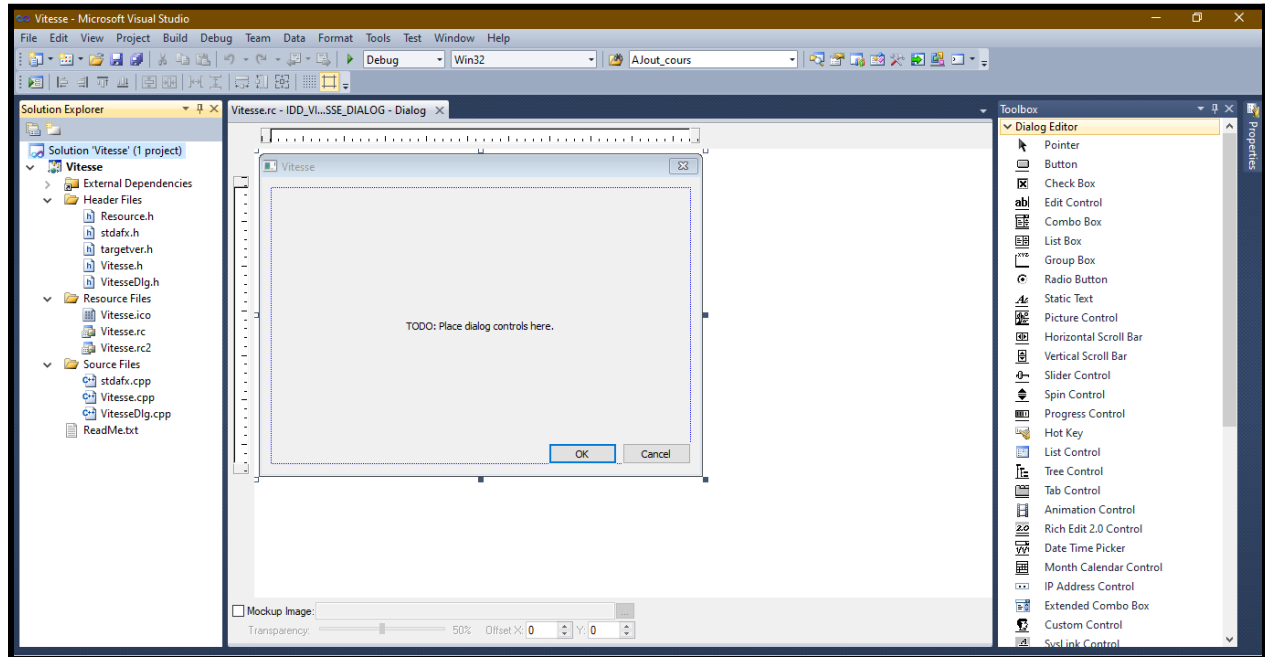
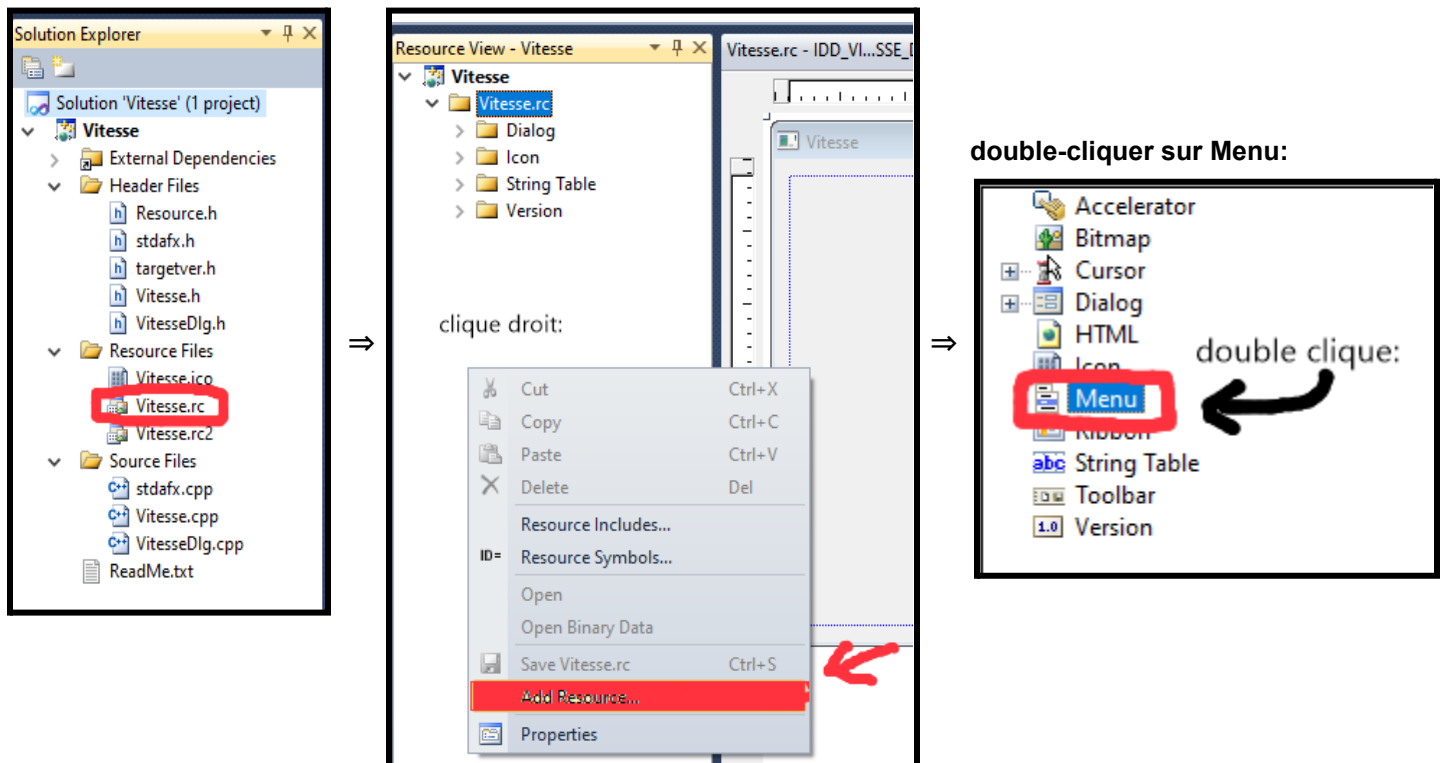


# SOLUTION D'ATELIER 1 MFC

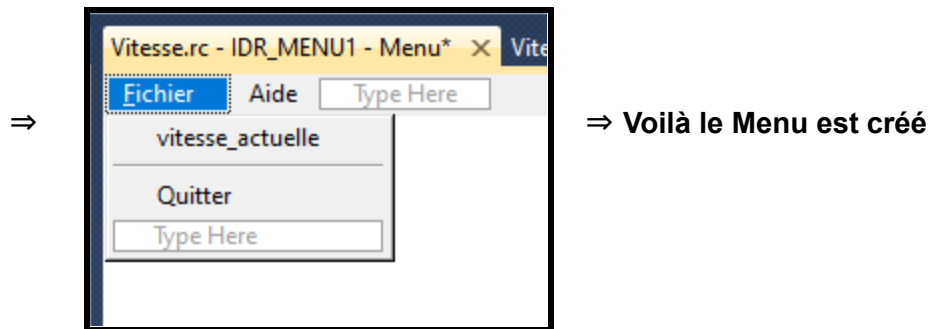
## ETAPE 0 : CRÉER LE PROJET



## ETAPE 1 : LE MENU

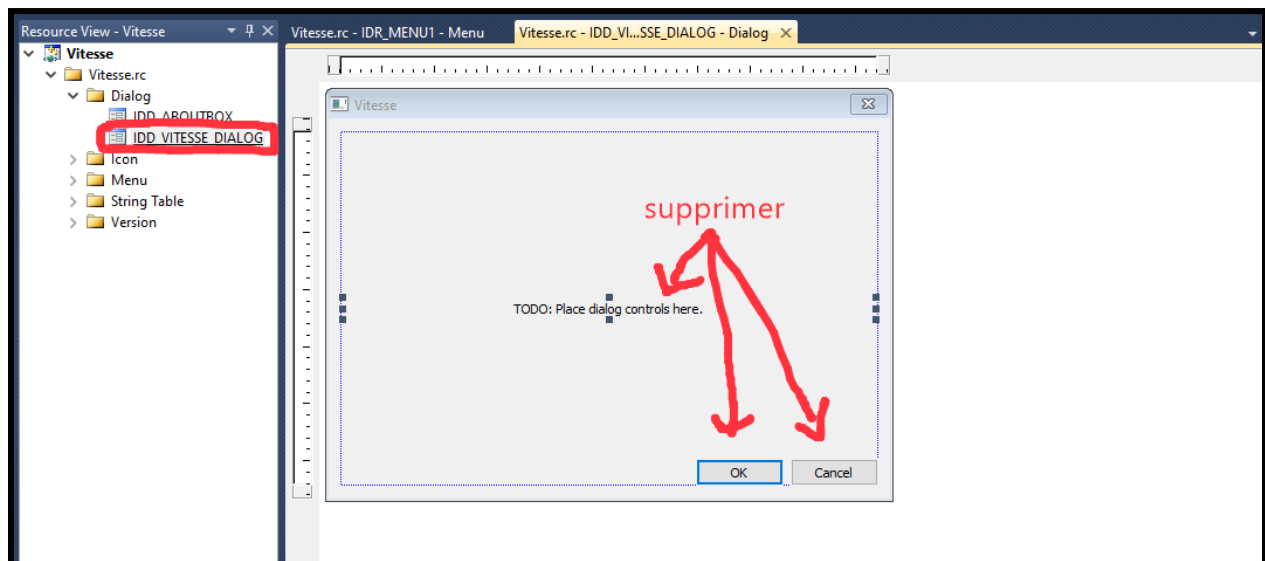


Remplir :

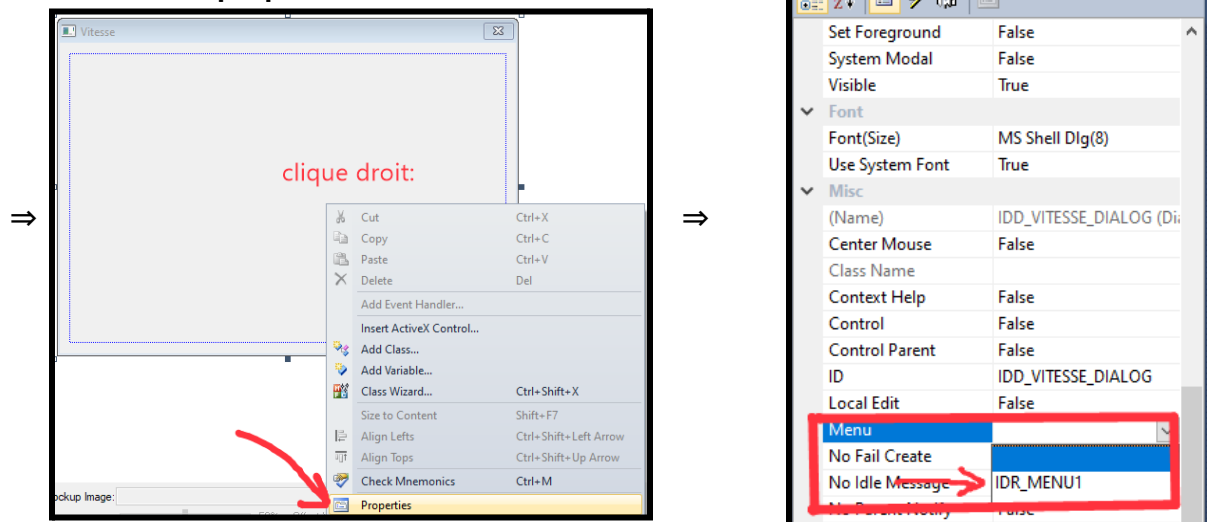


Étape suivante: Attacher le menu à la boîte de dialogue:

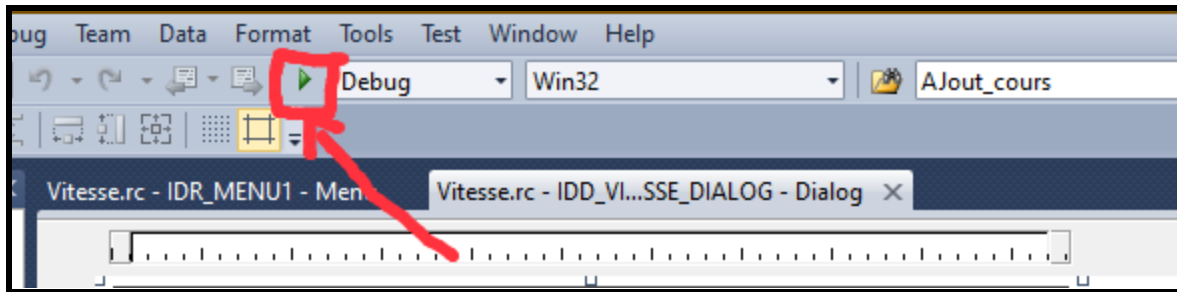
Supprimer le contenu de la boîte:



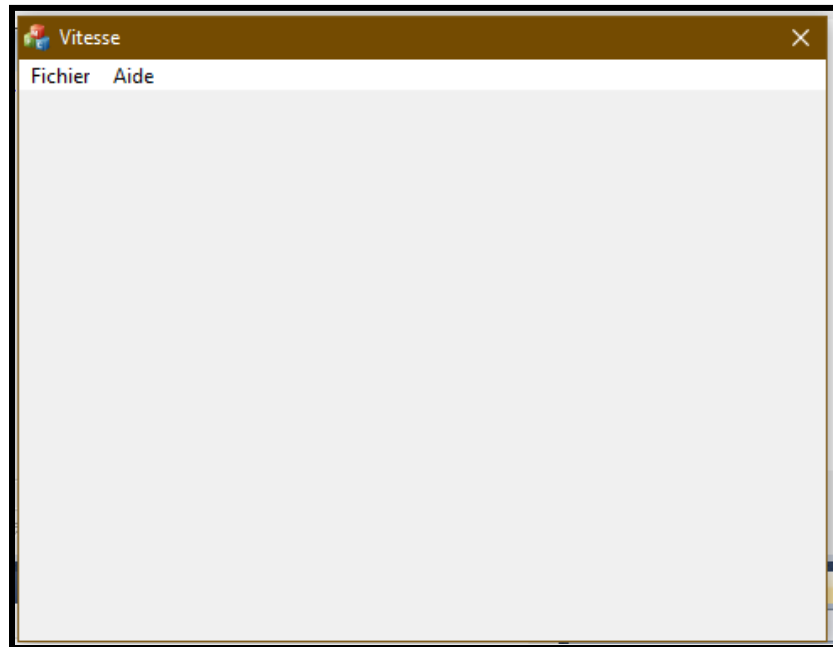
propriétés:



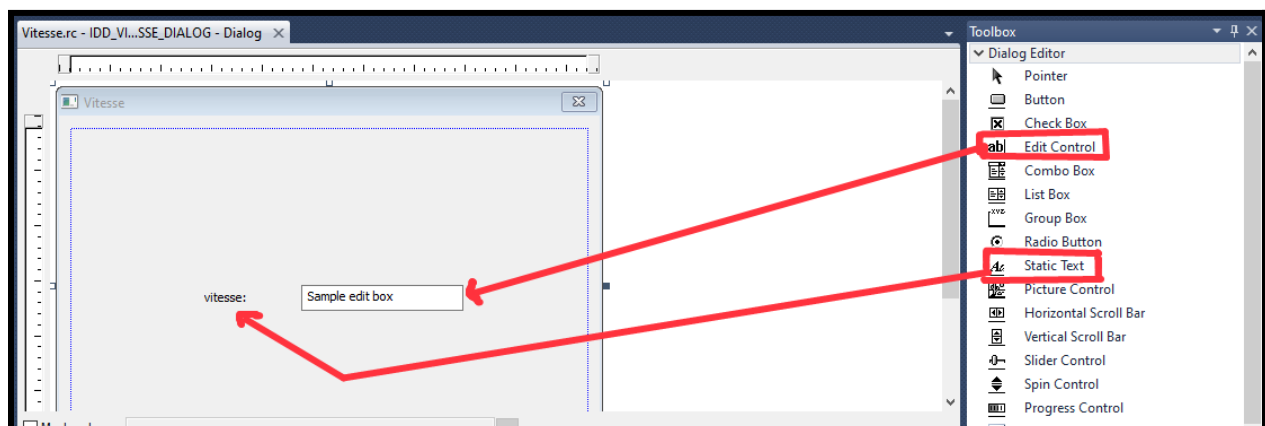
**Executer:**



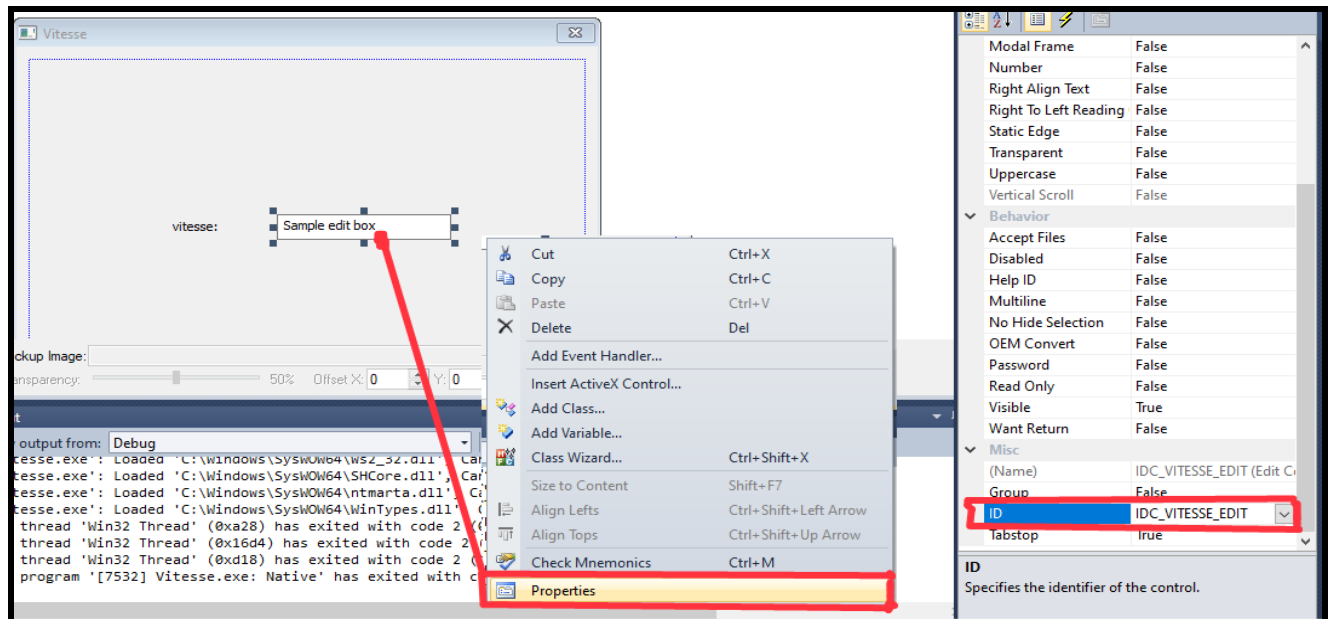
**Le menu est associé à la boîte**



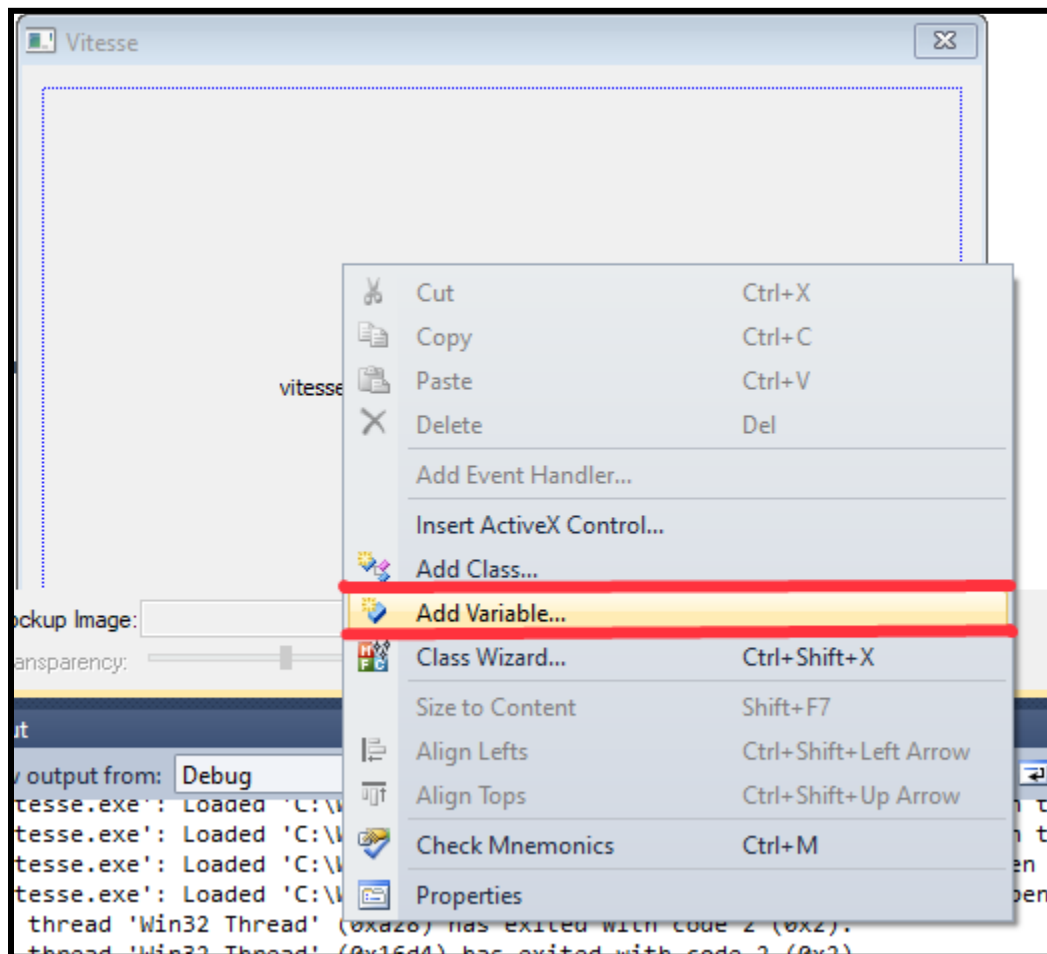
**ETAPE 2: Ajouter de éléments:**



## changer l'id



## Ajouter une variable



Add Member Variable Wizard - Vitesse

Welcome to the Add Member Variable Wizard

Access: public ☒ Control variable **1**

Variable type: int **3** Control ID: IDC\_VITESSE\_EDIT Category: Value **2**

Variable name: m\_Vitesse\_Edit **4** Control type: EDIT Max chars:

Min value: 0 **5** Max value: 100 **6**

.h file: .cpp file:

Comment (// notation not required):

**7** Finish Cancel

Cliquez sur ⚡ pour ajouter un événement:

Properties

IDC\_VITESSE\_EDIT (Edit Control) IEdBoxEditor

Appearance

Align Text Control Events

Auto HScroll True

Auto VScroll False

Border True

Client Edge False

Horizontal Scroll False

Left Scrollbar False

Lowercase False

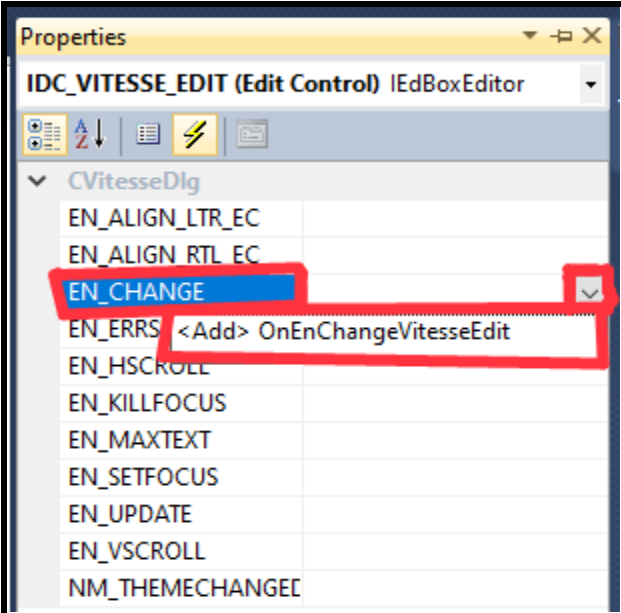
Modal Frame False

Number False

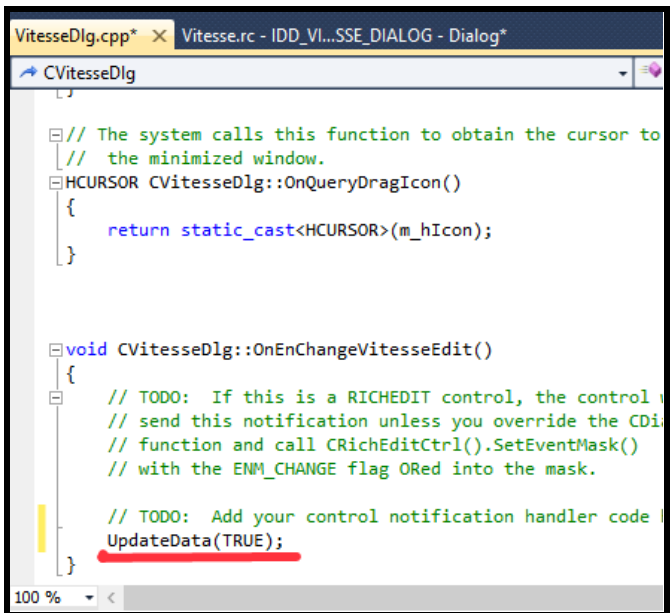
propiétés

## Ajouter UpdateData(TRUE);

⇒



⇒



```

// The system calls this function to obtain the cursor to
// the minimized window.
HCURSOR CVitesseDlg::OnQueryDragIcon()
{
    return static_cast<HCURSOR>(m_hIcon);
}

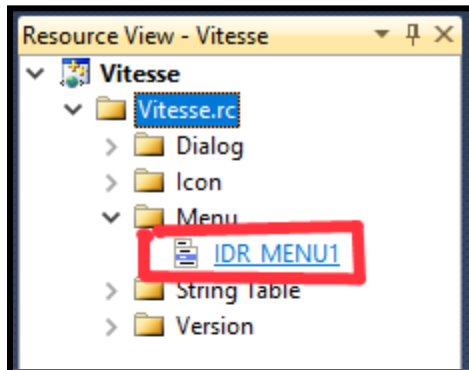
void CVitesseDlg::OnEnChangeVitesseEdit()
{
    // TODO: If this is a RICHEDIT control, the control
    // send this notification unless you override the CDi
    // function and call CRichEditCtrl().SetEventMask()
    // with the ENM_CHANGE flag ORed into the mask.

    // TODO: Add your control notification handler code
    UpdateData(TRUE);
}

```

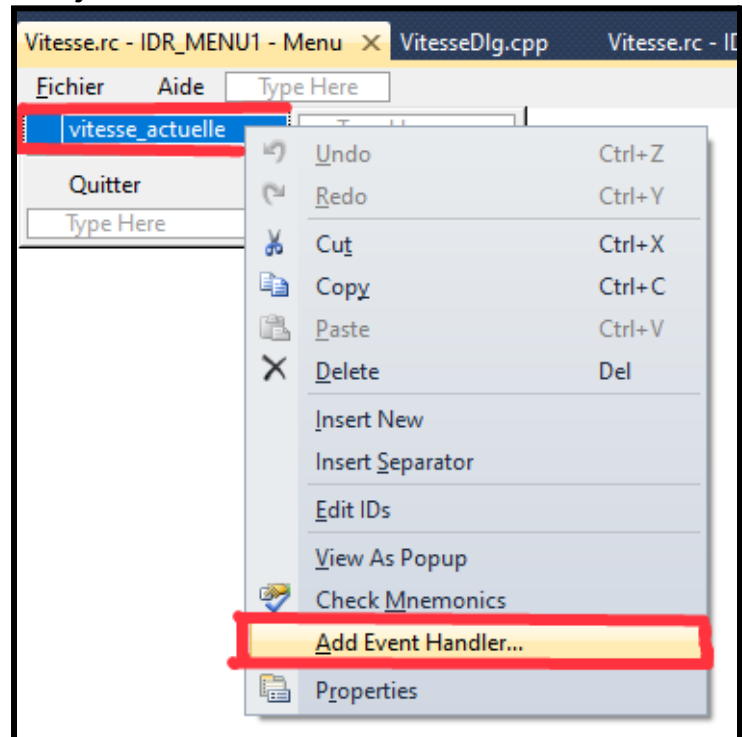
## ETAPE 3 : Ajouter les événements au menu

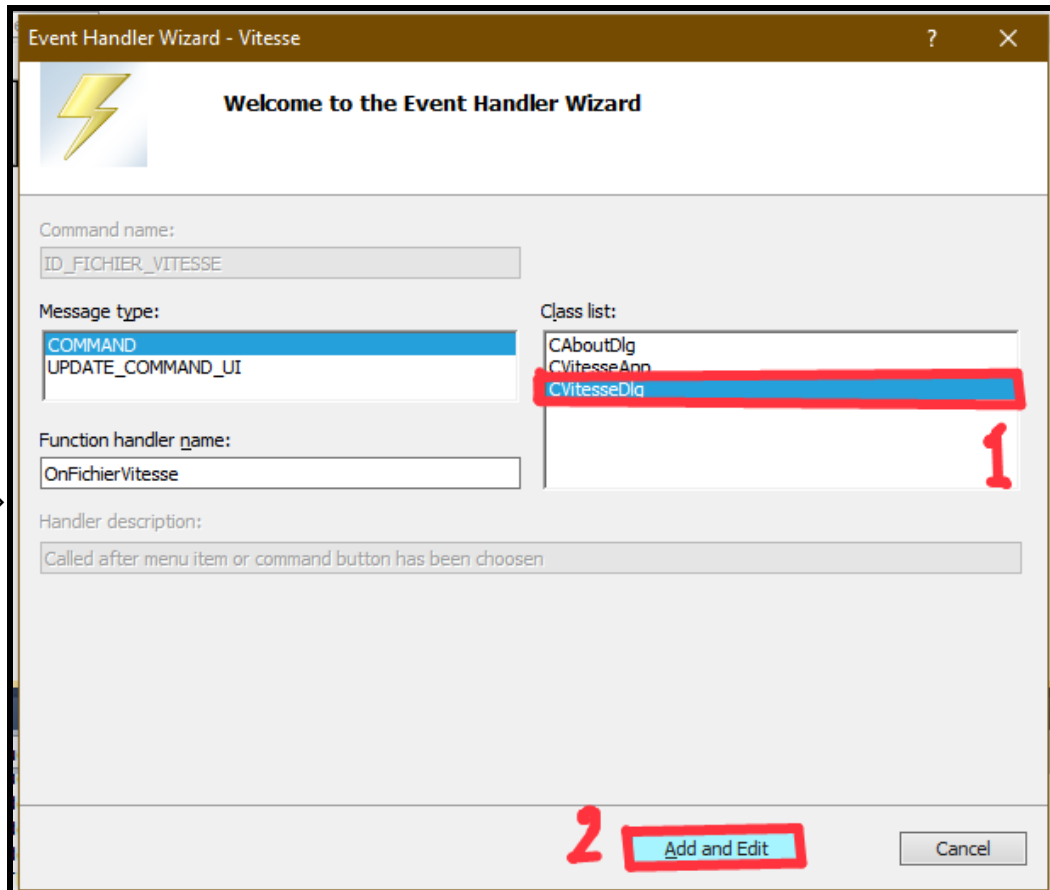
### Revenir au menu



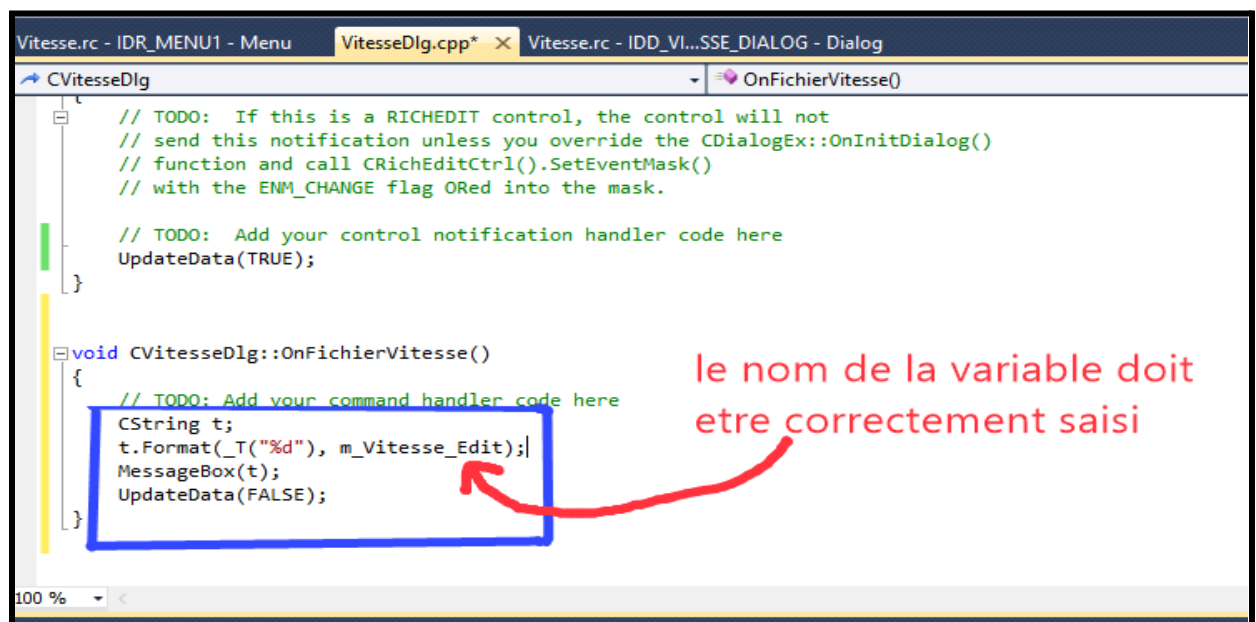
⇒

### Ajouter un événement à “vitesse actuelle”

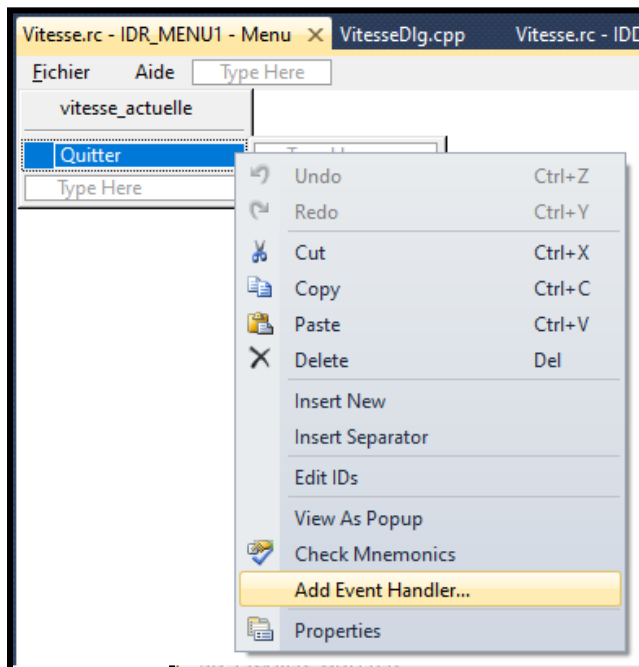




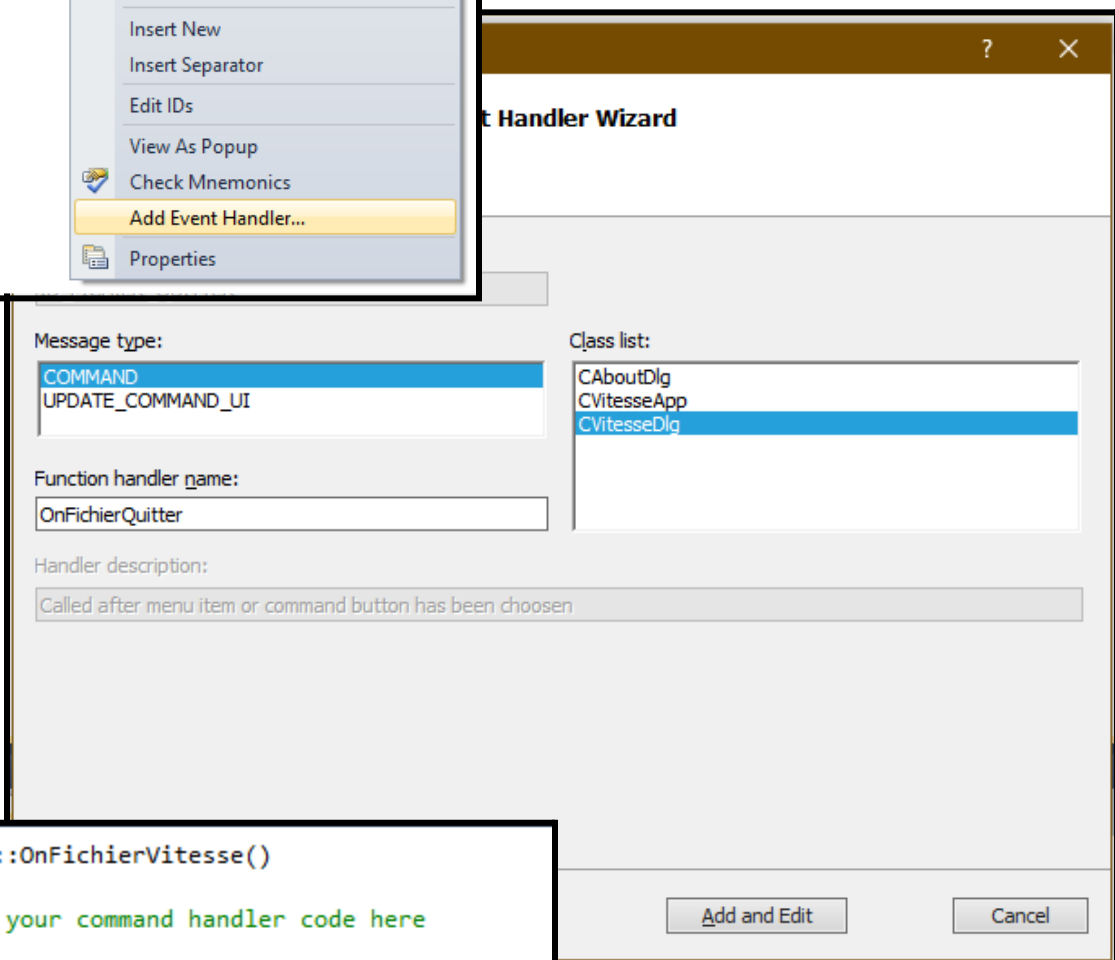
```
CString t;
t.Format(_T("%d"), m_Vitesse_Edit);
MessageBox(t);
UpdateData(FALSE);
```



## MÊME CHOSE POUR QUITTER ET À PROPOS :



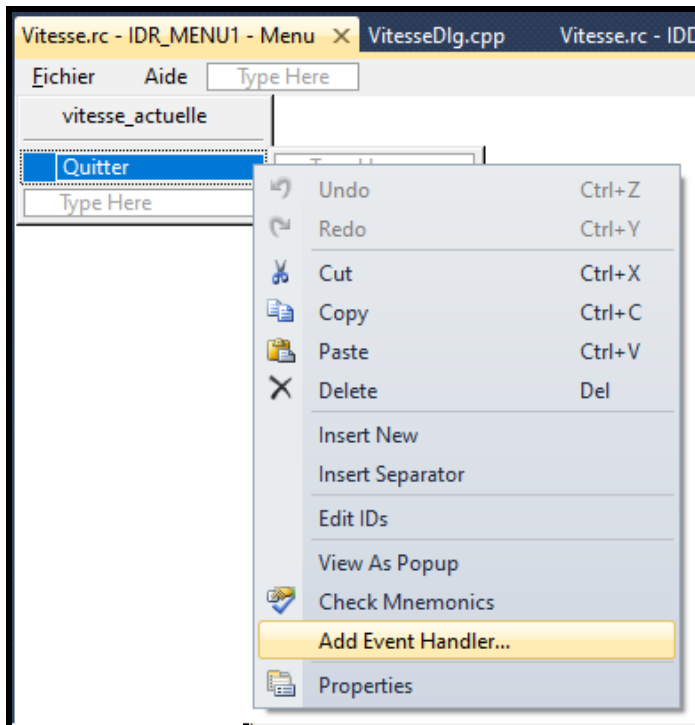
## QUITTER



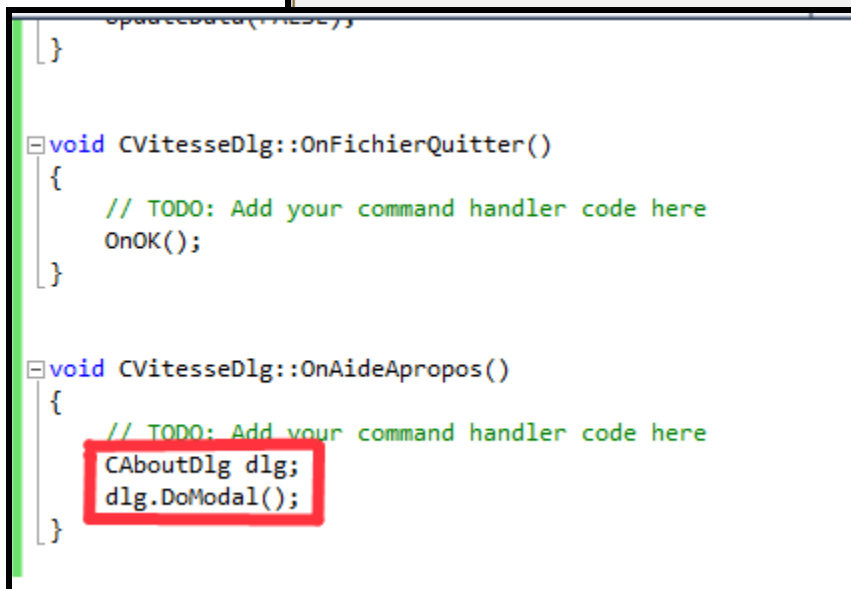
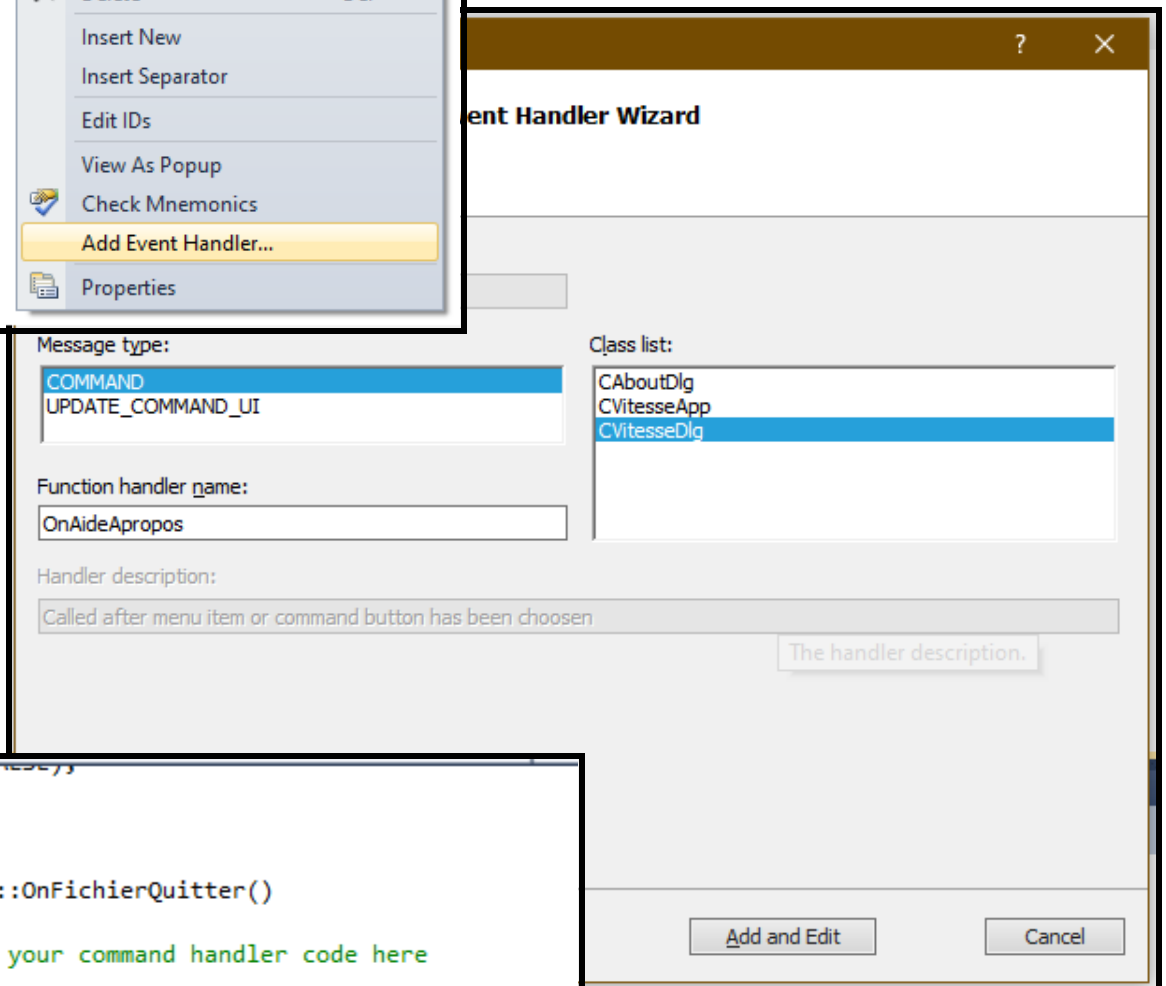
```
void CVitesseDlg::OnFichierVitesse()
{
    // TODO: Add your command handler code here
    CString t;
    t.Format(_T("%d"), m_Vitesse_Edit);
    MessageBox(t);
    UpdateData(FALSE);
}

void CVitesseDlg::OnFichierQuitter()
{
    // TODO: Add your command handler code here
    OnOK();
}
```

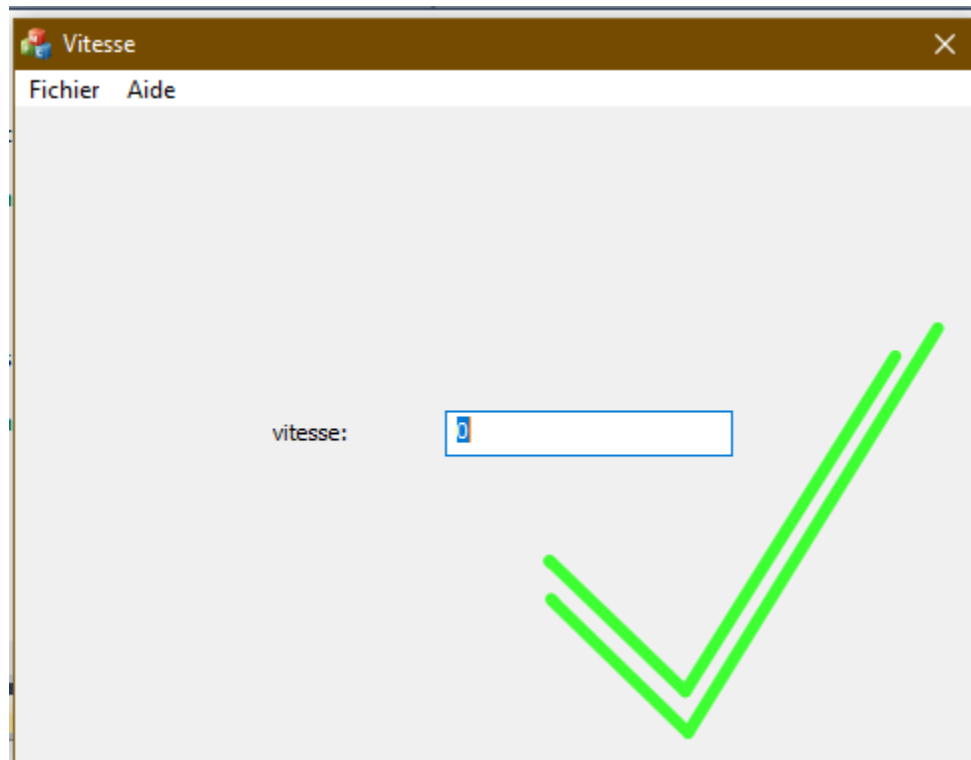




## A PROPOS



**ET VOILA**



**FIN**