The **Microsoft Foundation Class (MFC) Library** is a **C++ object-oriented framework** for developing desktop applications on Windows. [It simplifies tasks such as managing windows, menus, dialog boxes, input/output, and data objects by providing an abstraction layer over the Windows API](https://learn.microsoft.com/en-us/cpp/mfc/framework-mfc?view=msvc-170) [1](https://learn.microsoft.com/en-us/cpp/mfc/framework-mfc?view=msvc-170)[2](https://www.devx.com/terms/microsoft-foundation-class-library/)[3](https://learn.microsoft.com/en-us/cpp/mfc/general-mfc-topics?view=msvc-170)[4](https://en.wikipedia.org/wiki/Microsoft_Foundation_Class_Library).

Here are **five free reference links** where you can learn more about MFC:

1. [**Microsoft Learn - MFC Framework**](https://learn.microsoft.com/en-us/cpp/mfc/framework-mfc?view=msvc-170): This official Microsoft resource covers MFC concepts, major classes, and tools.
2. [**DevX - Microsoft Foundation Class Library**](https://www.devx.com/terms/microsoft-foundation-class-library/): DevX provides an overview of MFC and its role in Windows application development.
3. [**Tutorialspoint - MFC Tutorial**](https://www.tutorialspoint.com/mfc/index.htm): A hands-on tutorial with program examples and illustrations for creating Windows-based applications using MFC.
4. [**University of Washington - MFC Step-by-Step Guide**](https://depts.washington.edu/cmmr/biga/chapter_tutorials/1.C++_MFC_D3DOGL/1.StepByStepGuide/index.html): Step-by-step tutorials covering various aspects of MFC development.
5. [**RIP Tutorial - Getting Started with MFC**](https://riptutorial.com/mfc): A concise guide to getting started with MFC, including its role as an object-oriented wrapper for Win32 API functions.

Happy learning! 🚀📚