Mickey Williams, David Bennett, et al.

Microsoft Visual C++ 6

Unleashed

Expert Insight

The book presents focused explanations of the core features and complexities of Visual C++ 6, including

- Constructing fast, lightweight applications with MFC and ATL
- Developing powerful database solutions with ADO, OLE DB, and ODBC
- Automating repetitive tasks in the IDE

Authoritative Advice

Exploit the expertise of Visual C++ 6 gurus Mickey Williams, David Bennett, and a team of seasoned developers

SAMS

FROM KNOWLEDGE TO MASTERY

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Introduction

How to Use This Book

Although you certainly can read this book straight through from beginning to end, each chapter generally stands alone. Most chapters include example programs that illustrate the chapter's topics. If an example program is complex, only selected highlights from the project's source code are presented in the chapter. Full source code for projects is always included on the accompanying CD-ROM.

What You Need to Use This Book

Visual C++ 6 is designed to build programs that run on Windows 95, Windows 98, Windows 2000, or Windows NT. To build and run the examples included in this book and on the CD-ROM, you'll need the following:

- Windows 95, Windows 98, Windows 2000, or Windows NT 4.0
- Visual C++ 6.0
- An adequately equipped computer

Microsoft provides a list of minimum requirements to be able to run Visual C++:

- Pentium class processor, 90 MHz or faster
- 24 megabytes of RAM
- 305 MB free disk space
- CD-ROM
- VGA resolution monitor
- Mouse or compatible pointing device

You should consider this list to be a starting point; Visual C++ performance improves greatly with more RAM and faster processors. In particular, it is not realistic to expect Windows NT to perform adequately with 24 MB of RAM. In addition, installing the *Microsoft Developer Network* (MSDN) or other components increases the amount of disk space required for the installation. My computers are 200 MHz, Pentium Pro or better machines with at least 96 MB of RAM.

And finally, if an example requires a specific operating system (some examples require Windows 2000), it is clearly noted in the text.

What's New in Visual C++ 6.0

Visual C++ offers many new features and improvements over its predecessor, Visual C++ 5.0. The new features covered in this book follow:

- The compiler offers improved support for the ANSI C++ standard. Boolean types are supported, and template support is improved.
- The development system includes new enhancements to MFC, the Microsoft Foundation Class Library. These enhancements include classes for Internet programming and support for new common controls introduced in Internet Explorer 4.0 and Windows 98.
- The Developer Studio Editor is much improved, and it takes advantage of IntelliSense features originally released as part of Visual Basic. These features include statement completion, which greatly improves your efficiency.
- The debugger included with Visual C++ includes a new feature called *Debug and Continue,* which enables you to make small changes while debugging and then immediately continue debugging without restarting the application.
- An improved online help system puts the MSDN in easy reach, just a mouse click away. The online help system automatically uses the latest version of the MSDN Library if it's installed on your computer.

Contacting the Main Author

If you have questions or comments about the material covered in this book, you may contact me at `<mickey.williams@codevtech.com>`.