Unit: 1 [25%]

VISUAL C++ PROGRAMMING – INTRODUCTION

Application Framework – MFC library – Visual C++ Components –Event Handling –String functions- Mapping modes- introduction to GDI- device context – basic drawing – colors – fonts – modal and modeless dialog – windows common controls – bitmaps-Win32 memory management- message processing

Unit: 2 [25%]

THE DOCUMENT AND VIEW ARCHITECTURE

Menus – Keyboard accelerators– toolbars – status bars – reusable frame window base class – separating document from its view – reading and writing SDI and MDI documents – context sensitive Help-creating DLLs – dialog based applications

Unit: 3 [25%]

ACTIVEX AND OBJECT LINKING AND EMBEDDING (OLE)

ActiveX controls Vs. Ordinary Windows Controls – Installing ActiveX controls – ActiveX control container programming – create ActiveX control at runtime – Component Object Model (COM) – ATL object- OLE drag and drop – OLE embedded component and containers – sample applications

Unit: 4 [25%]

DATABASE MANAGEMENT CONCEPTS

Database Management with Microsoft ODBC – Structured Query Language – MFC ODBC classes – sample database applications – filter and sort strings – Database Management with Microsoft DAO – displaying database records in scrolling view-Exception handling

Text Books :-
1. David J.Kruglinski, George Shepherd and Scot Wingo, "Programming Visual C++", Microsoft press, 1999 (Unit II – V)

Reference Book : -
1. Mastering Visual c++ 6, Michael J. Young, Wiley India pvt.
2. Steve Holtzner, "Visual C++ 6 Programming", Wiley Dreamtech India Pvt. Ltd., 2003.