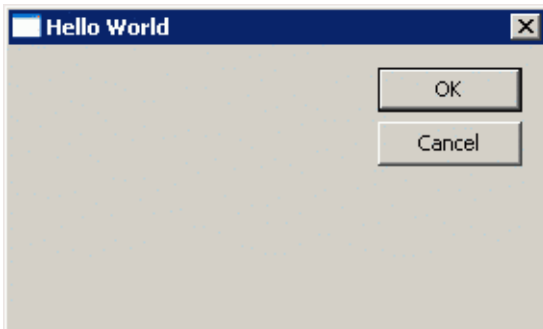


How to Create Win32 Dialog Based Application (Step By Step)

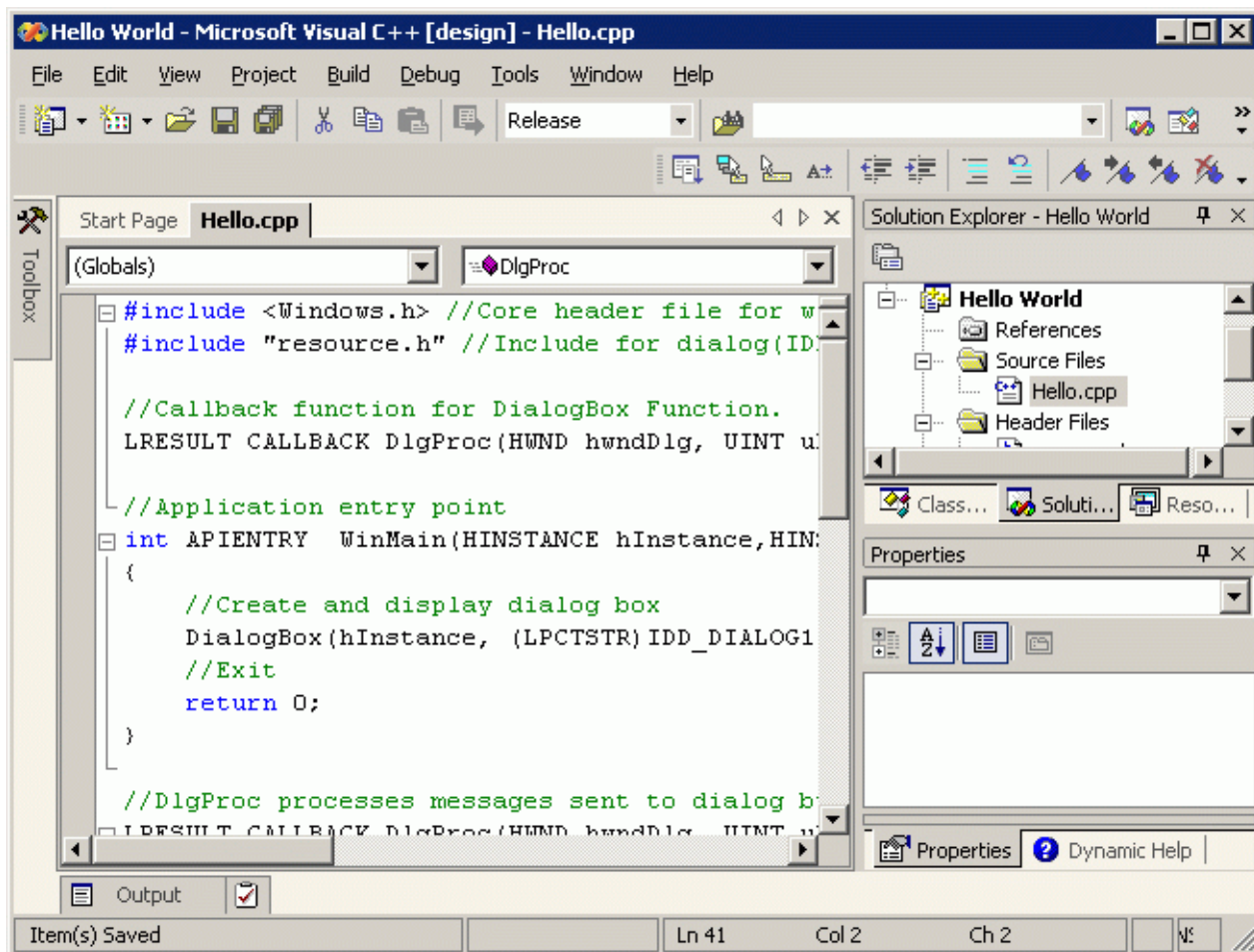
With Microsoft Visual C++ 2003

By Muhammad Arshad Latti from Sargodha (Pakistan)



E-Mail: arshadlatti@gmail.com

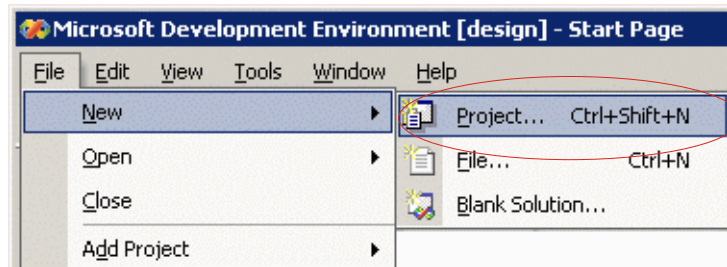
Web Page: <http://www.geocities.com/arshadlatti>



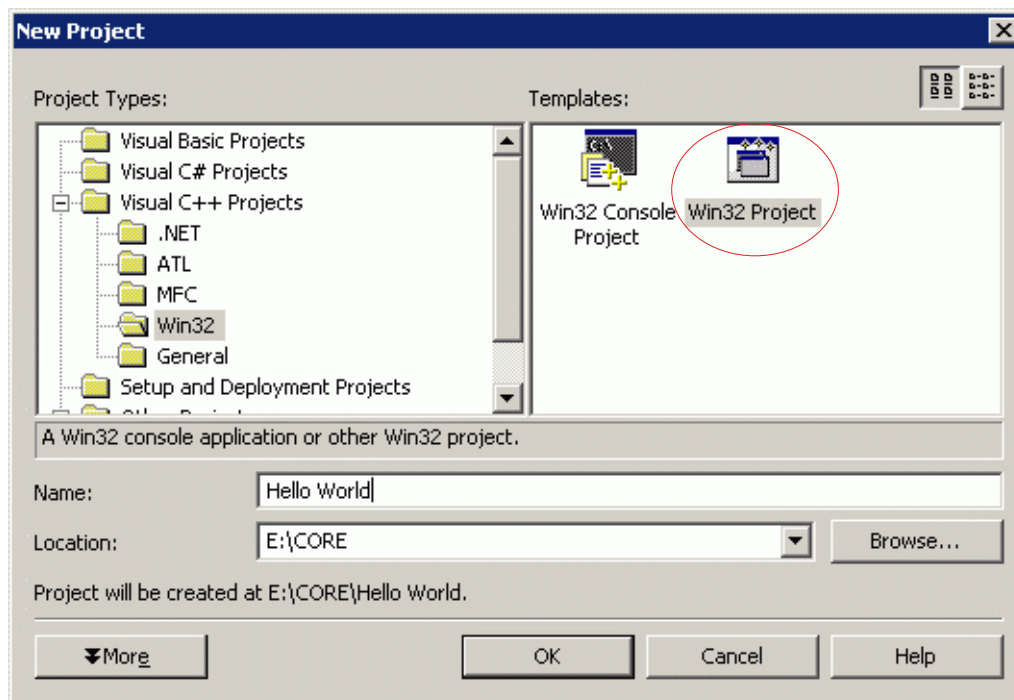
You can download Arshad's projects from.

[Http://www.geocities.com/arshadlatti/Projects.htm](http://www.geocities.com/arshadlatti/Projects.htm)

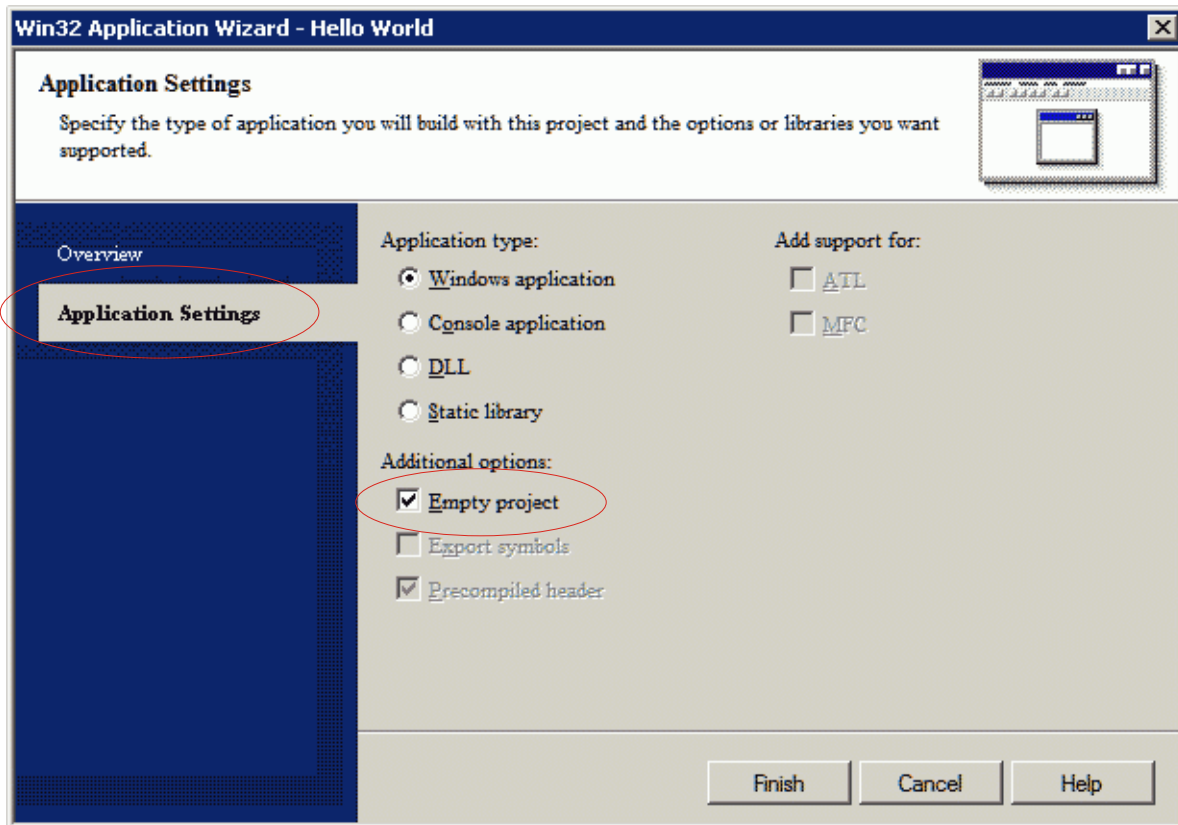
Creating New Project



For creating a new project click on File -> New -> Project... Menu.



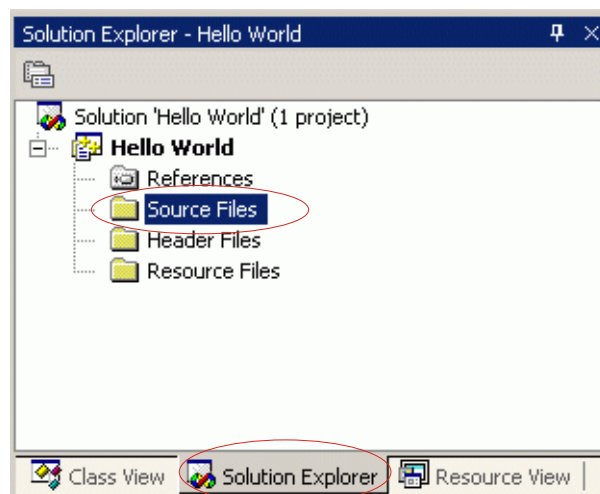
Choose Visual C++ Projects -> Win32 in Project types.
Choose Win32 Project in Templates.
Enter name of project (here "Hello World").
Choose base location where the project folder will be created.
Click on OK button



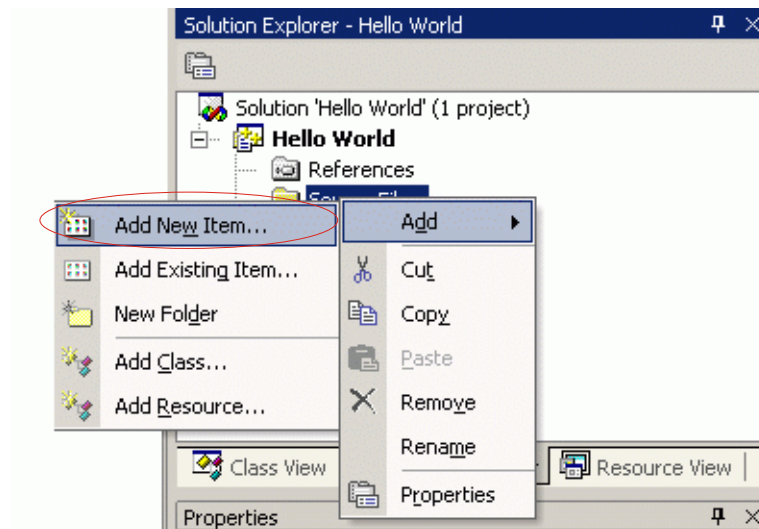
Check Empty project check box in Application wizard -> Application Settings->Additional options. Click on Finish button.

A empty project created.

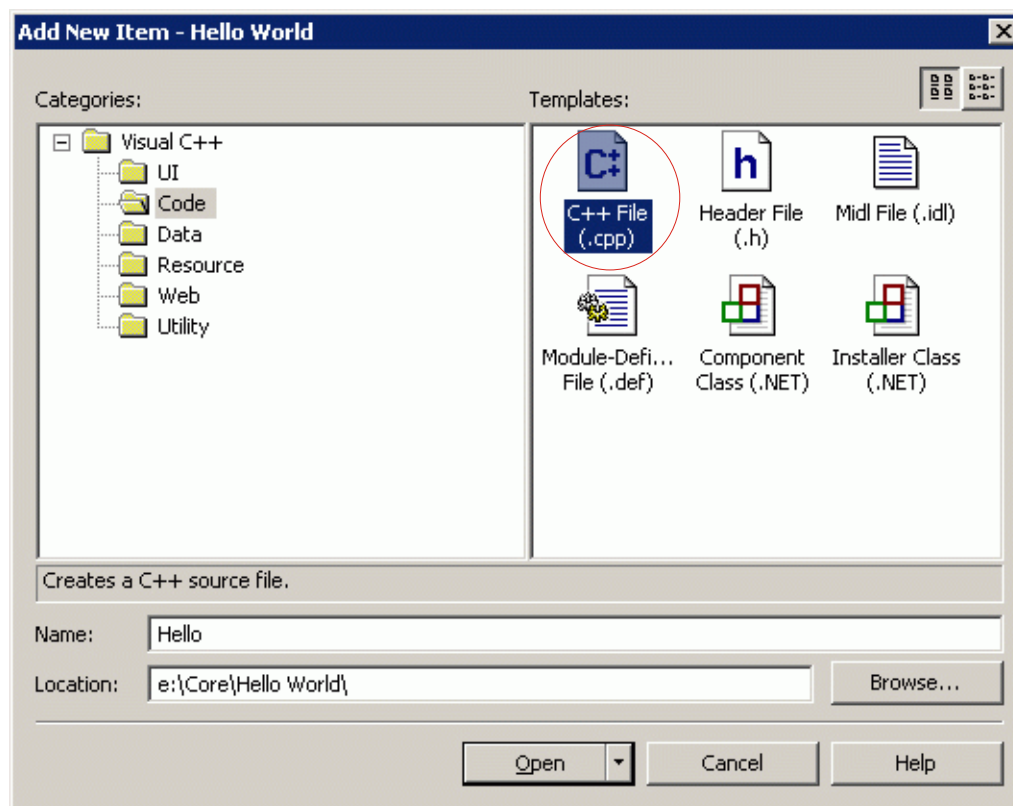
Adding Source File



Right click on Source Files in Solution Explorer.

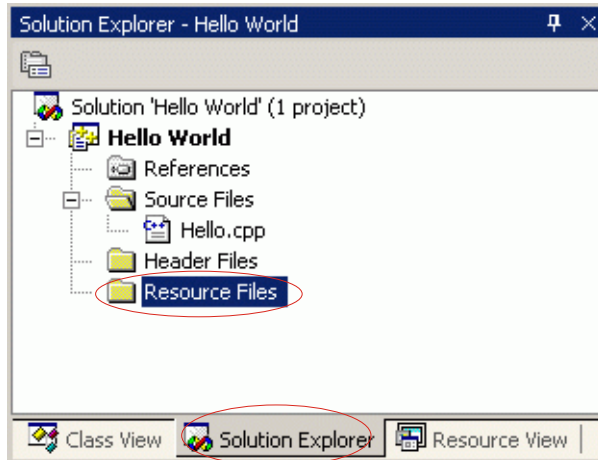


Click on Add-> Add New Item.

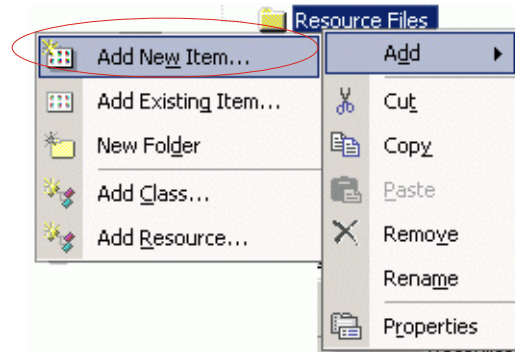


Choose Visual C++ -> Code in Categories.
Choose C++ File (.cpp) in Templates.
Enter the name of file (here "Hello").
Click on Open Button.

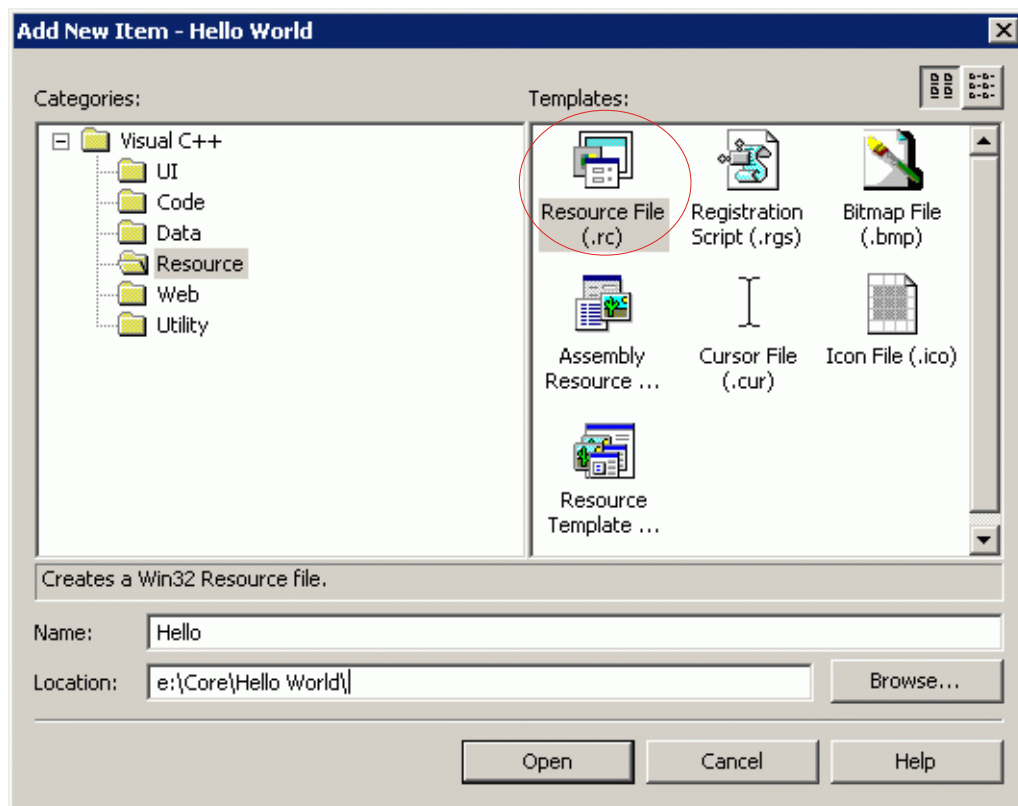
Adding Resource File



Right click Resource File in Solution Explorer.

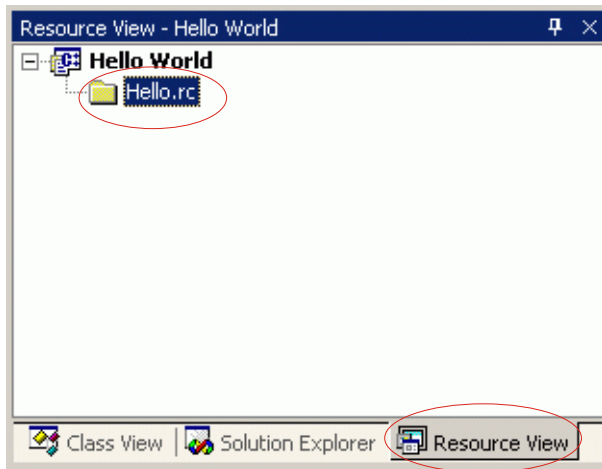


Click on Add -> Add New Item in Menu.

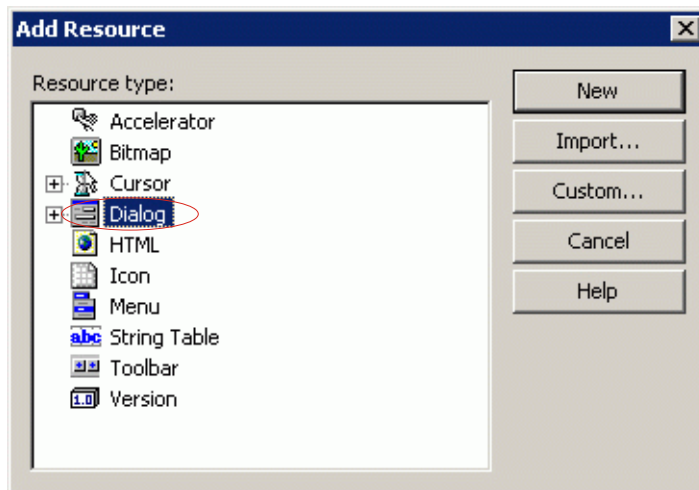
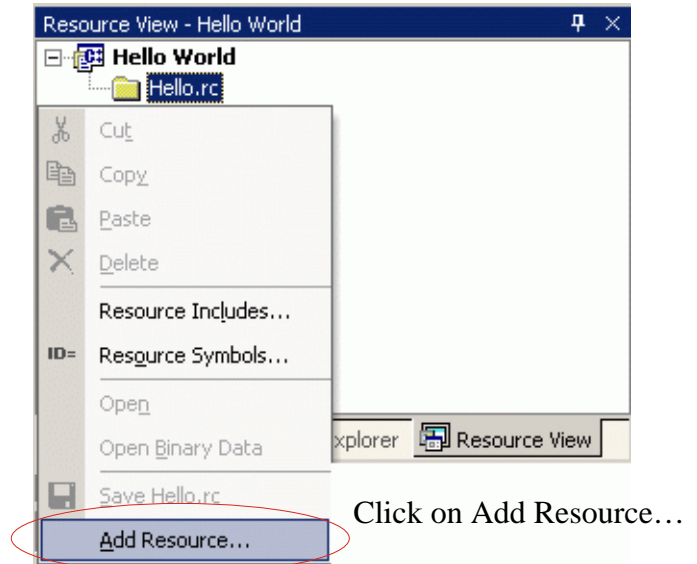


Choose Visual C++ -> Resource in Categories.
Choose Resource File (.rc) in Templates.
Enter the name of file (here "Hello").
Click on Open Button.

Adding Dialog Box To Project

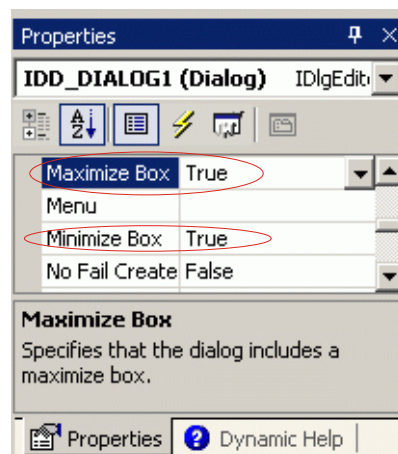


Right click on Hello.rc in Resource view.



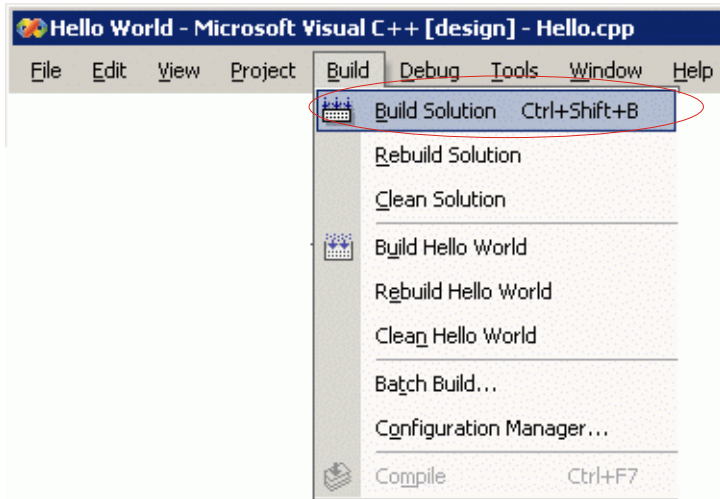
Choose Dialog from resource type.
Click on New button.

Setting Dialog Properties



You can set Maximize and Minimize Box Properties true if you want.

Adding Code In Hello.cpp



Add following code in Hello.cpp.
After adding code application is ready to compile and run.

```
#include <Windows.h> //Core header file for win32 based Applications
#include "resource.h" //Include for dialog(IDD_DIALOG1) resource

//Callback function for DialogBox Function.
LRESULT CALLBACK DlgProc(HWND hwndDlg, UINT uMsg, WPARAM wParam, LPARAM lParam);

//Application entry point
int APIENTRY WinMain(HINSTANCE hInstance, HINSTANCE hPrevInstance, LPSTR lpCmdLine, int nCmdShow)
{
    //Create and display dialog box
    DialogBox(hInstance, (LPCTSTR)IDD_DIALOG1, 0, (DLGPROC)DlgProc);
    //Exit
    return 0;
}

//DlgProc processes messages sent to dialog by windows
LRESULT CALLBACK DlgProc(HWND hwndDlg, UINT uMsg, WPARAM wParam, LPARAM lParam)
{
    switch (uMsg)
    {
        case WM_INITDIALOG:// WM_INITDIALOG message is sent before dialog is displayed
        {
            //Optional : set dialog icon
            SendMessage(hwndDlg, WM_SETICON, ICON_BIG, (LPARAM)LoadIcon(NULL, IDI_APPLICATION));

            //Must return true for keyboard focus
            return true;
        }
        case WM_CLOSE://Message for terminate/exit (may close button clicked on title bar)
        {
            //Close dialog
            EndDialog(hwndDlg, 0);
            break;
        }
    }
    return FALSE;
}
```