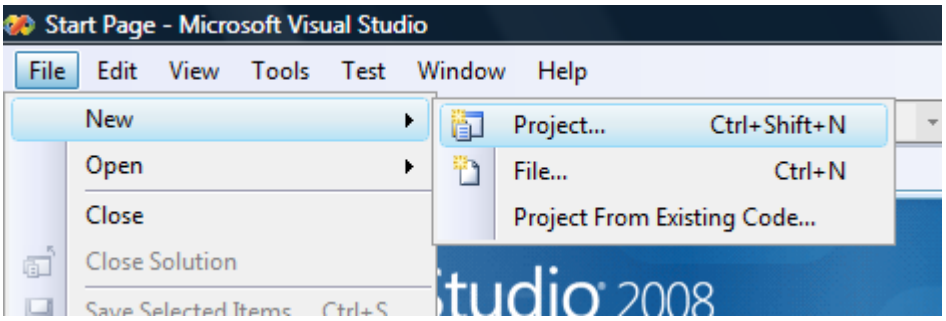
This is to illustrate how to

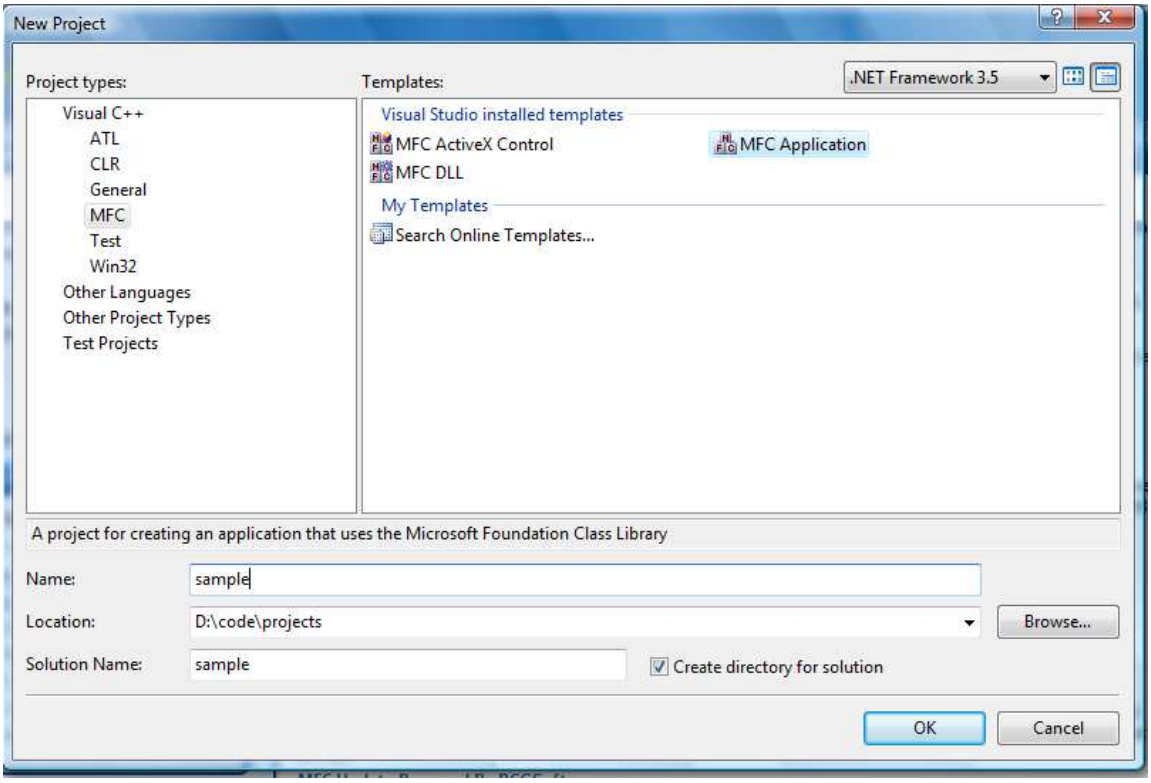
1. create a MFC project
2. add member variable
3. add member function
4. add event handler

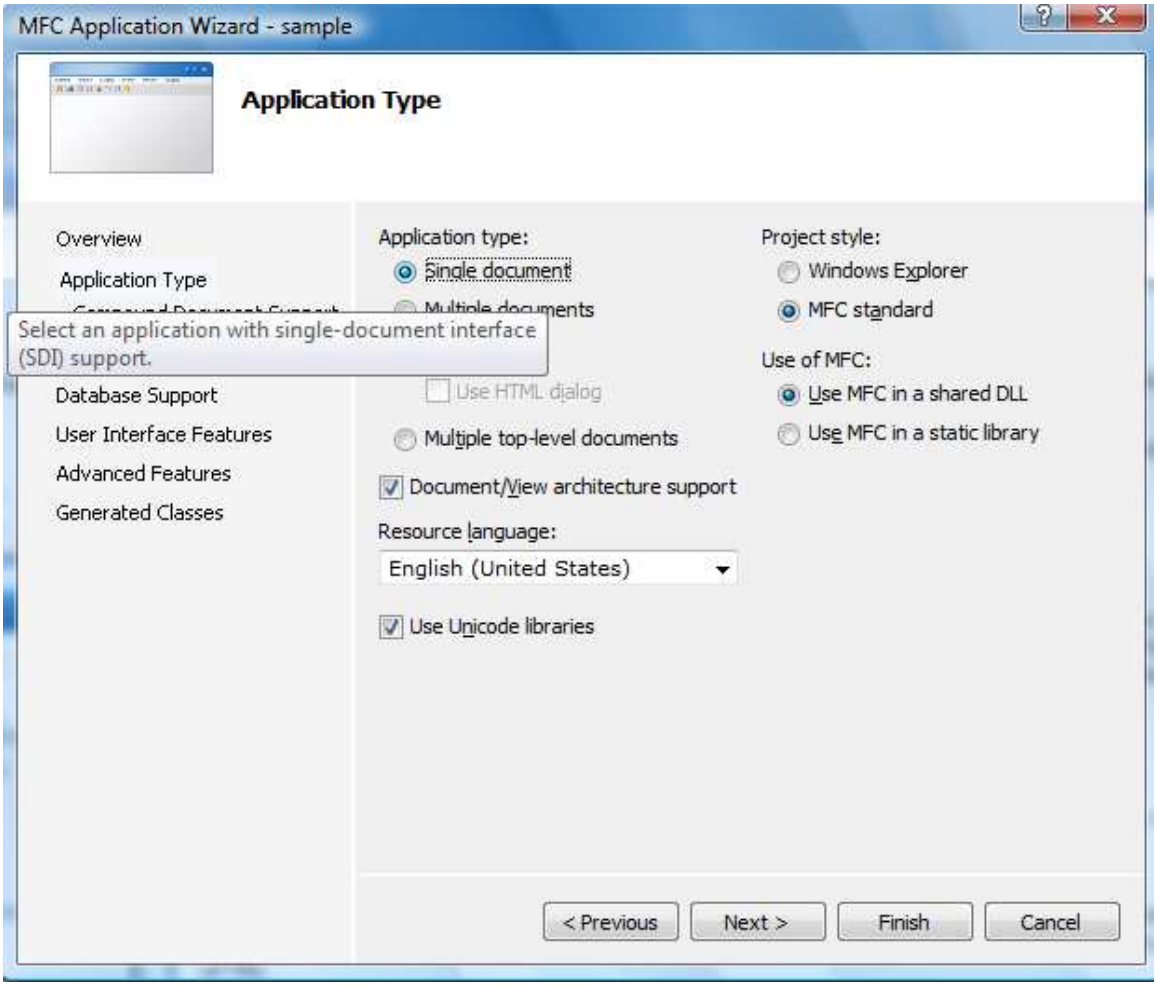
1. Create a project

File->New->Project



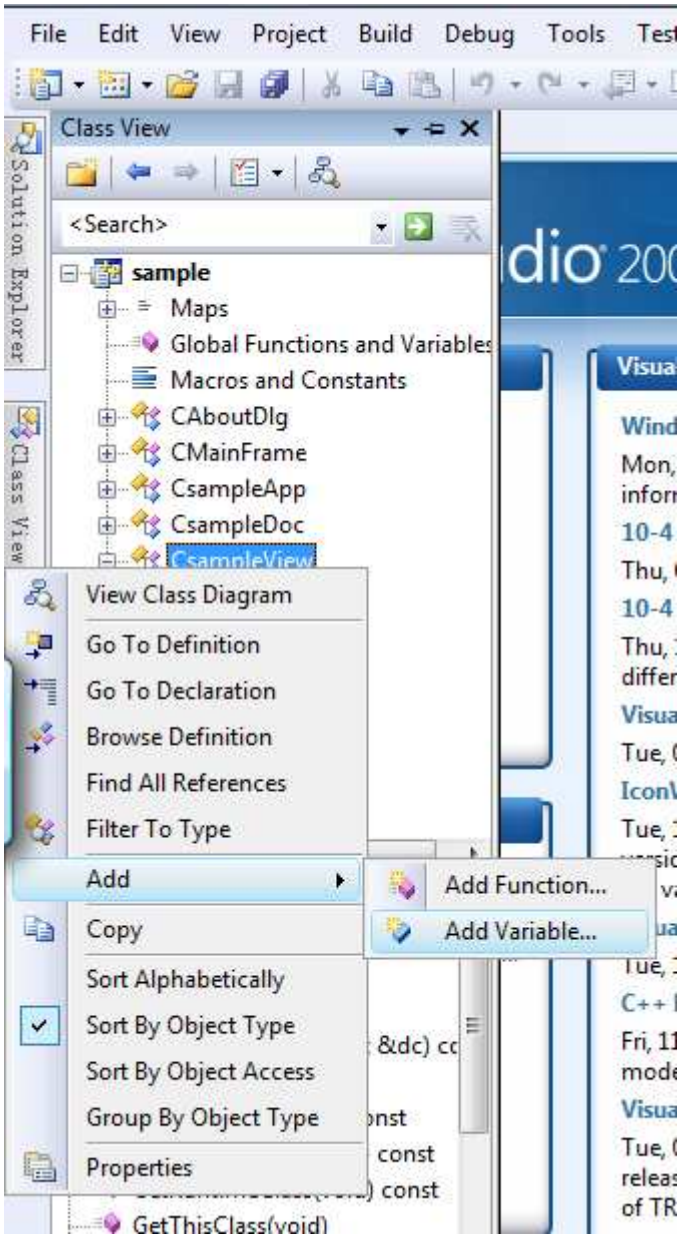
In new project wizard:
MFC->MFC Application->project name&path->next->single document->finish

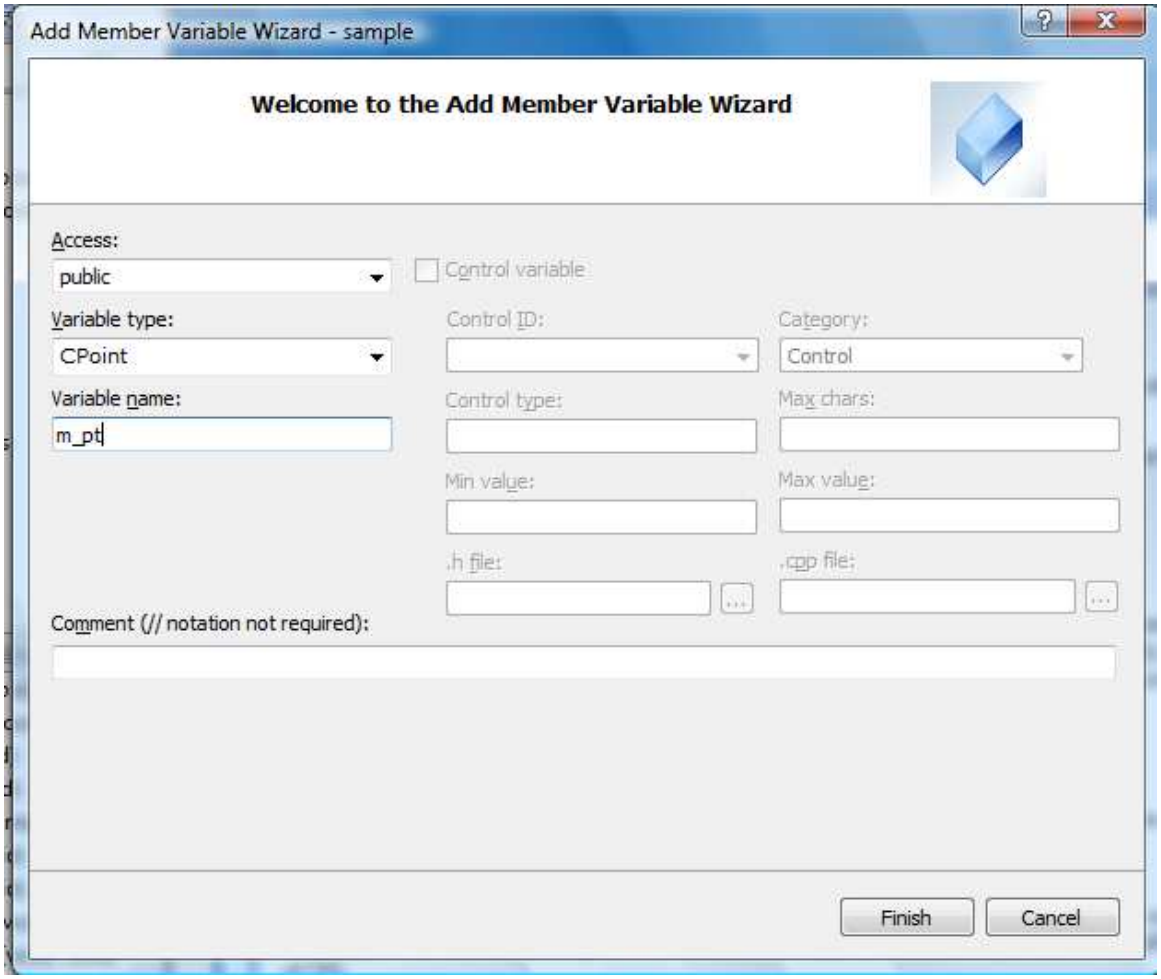




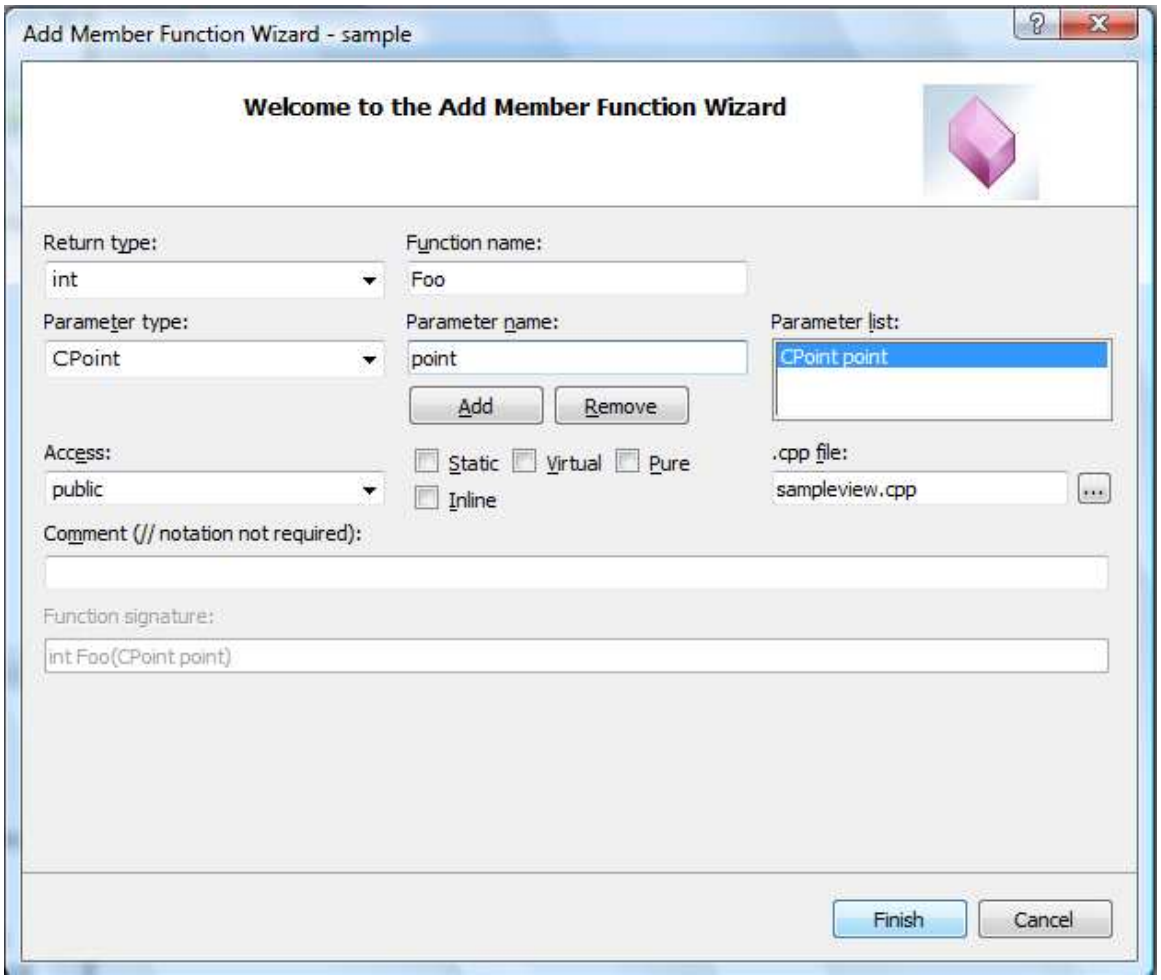
2. Add member variable

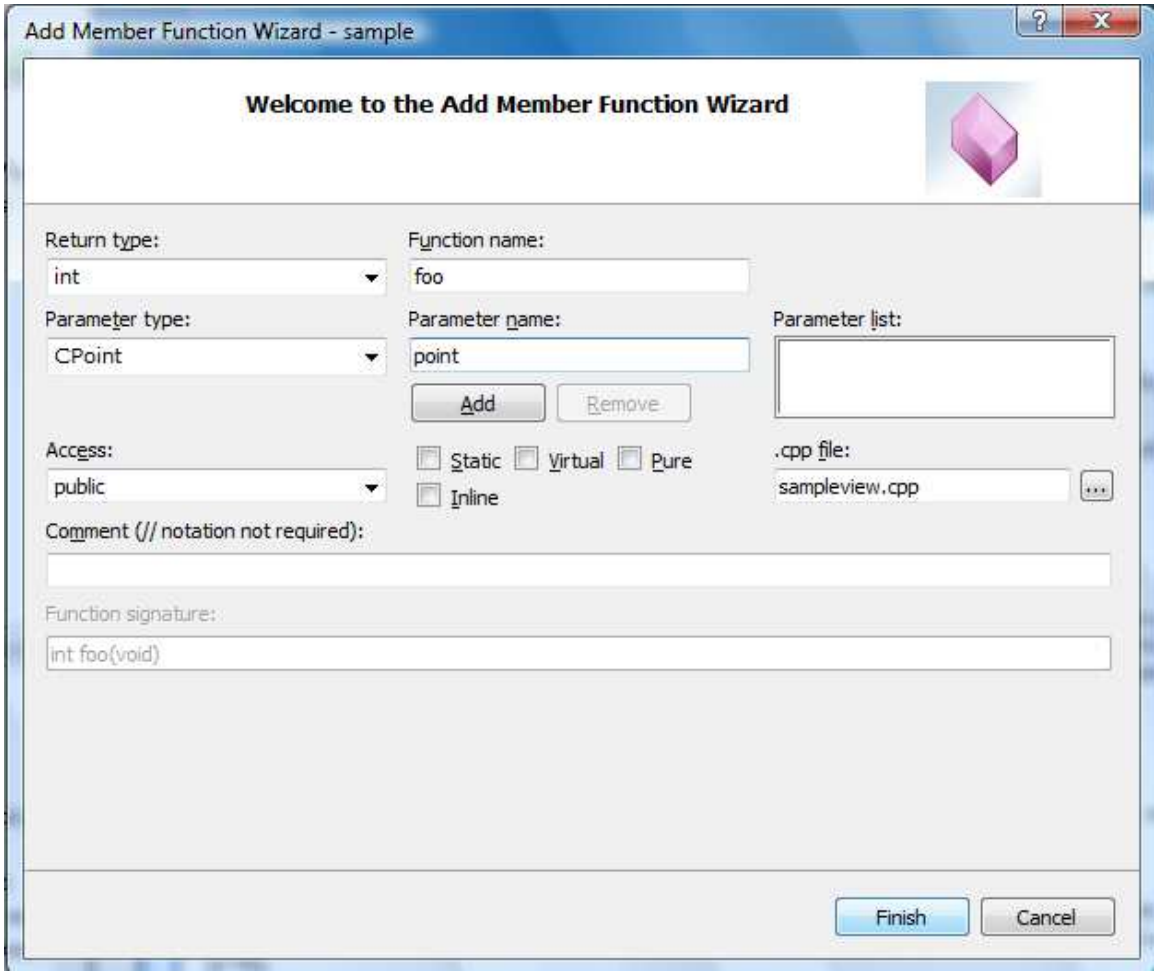
In Class View, right click on the class you want add member variable(usually *View):



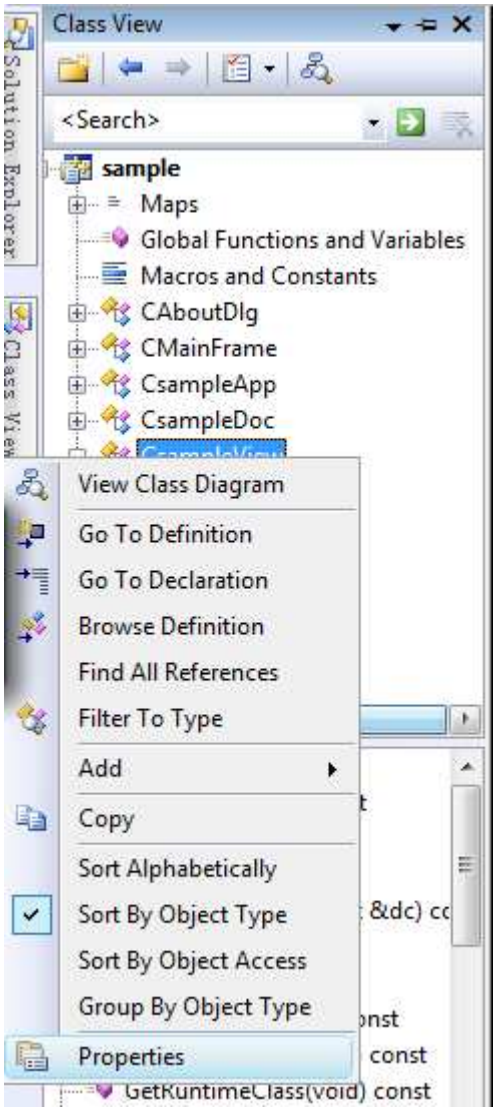

Add Member Variable Wizard - sample
Welcome to the Add Member Variable Wizard
Access:
public
Control variable
Variable type:
CPoint
Control ID:
Category:
Control
Variable name:
m_pt
Control type:
Max chars:
Min value:
Max value:
.h file:
.cpp file:
Comment (// notation not required):
Finish
Cancel

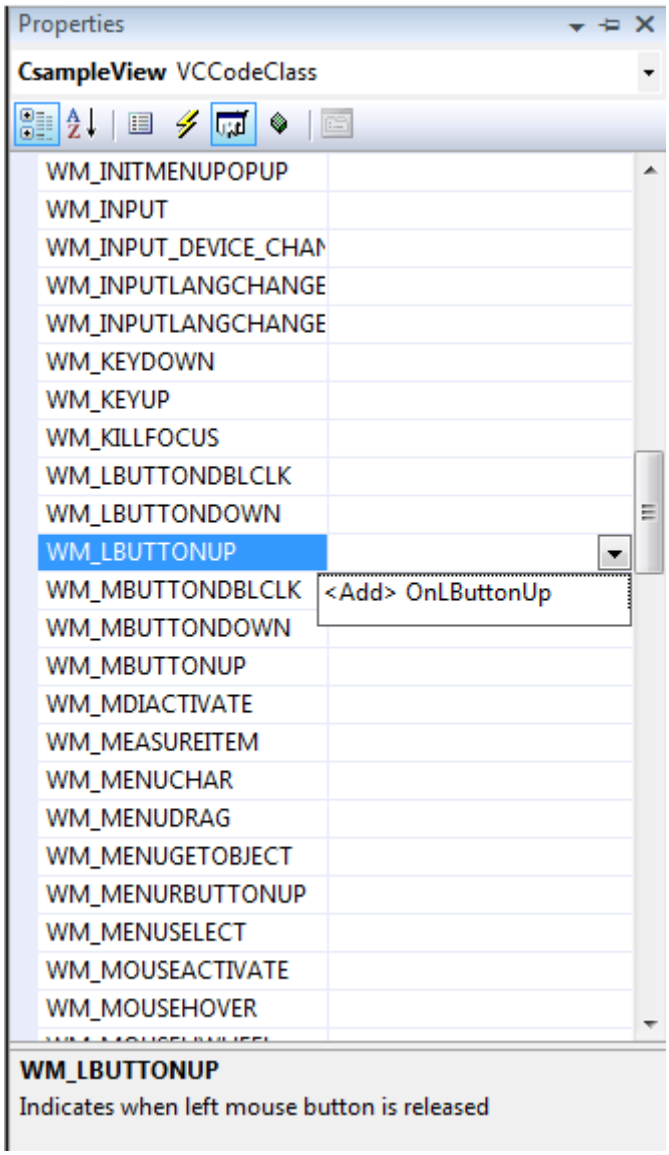
3. Add member function





4. Add event handler
   In class view, right click the class:
   Property->Message->choose the one you want handle


Class View
<Search>
sample
Maps
Global Functions and Variables
Macros and Constants
CAboutDlg
CMainFrame
CsampleApp
CsampleDoc
View Class Diagram
Go To Definition
Go To Declaration
Browse Definition
Find All References
Filter To Type
Add
Copy
Sort Alphabetically
Sort By Object Type
Sort By Object Access
Group By Object Type
Properties
GetRuntimeClass(void) const




```
void CsampleView::OnLButtonUp(UINT nFlags, CPoint point)
{
    // TODO: Add your message handler code here and/or call default

    CView::OnLButtonUp(nFlags, point);
}
```