

Podmienka

- **if** (podmienka) príkaz;
- **if** (podmienka) {
 - Príkaz 1;
 - Príkaz 2;
 - Príkaz 3;}

if (podmienka) príkaz;

else príkaz;

if (podmienka) { Príkaz 1Príkaz n ;}

else { Príkaz 1Príkaz n ;}

Switch

switch (vyraz)

{

case prvahodnota: prikaz1; break;

case druhaHodnota: prikaz2; break;

case poslednaHodnota: prikazN; break;

}

while

- **while** (podmienka) prikaz;
- while (pomoc<10) MessageBox(“yfyfg”);
- Prikaz;
- Prikaz;

Do - while

do

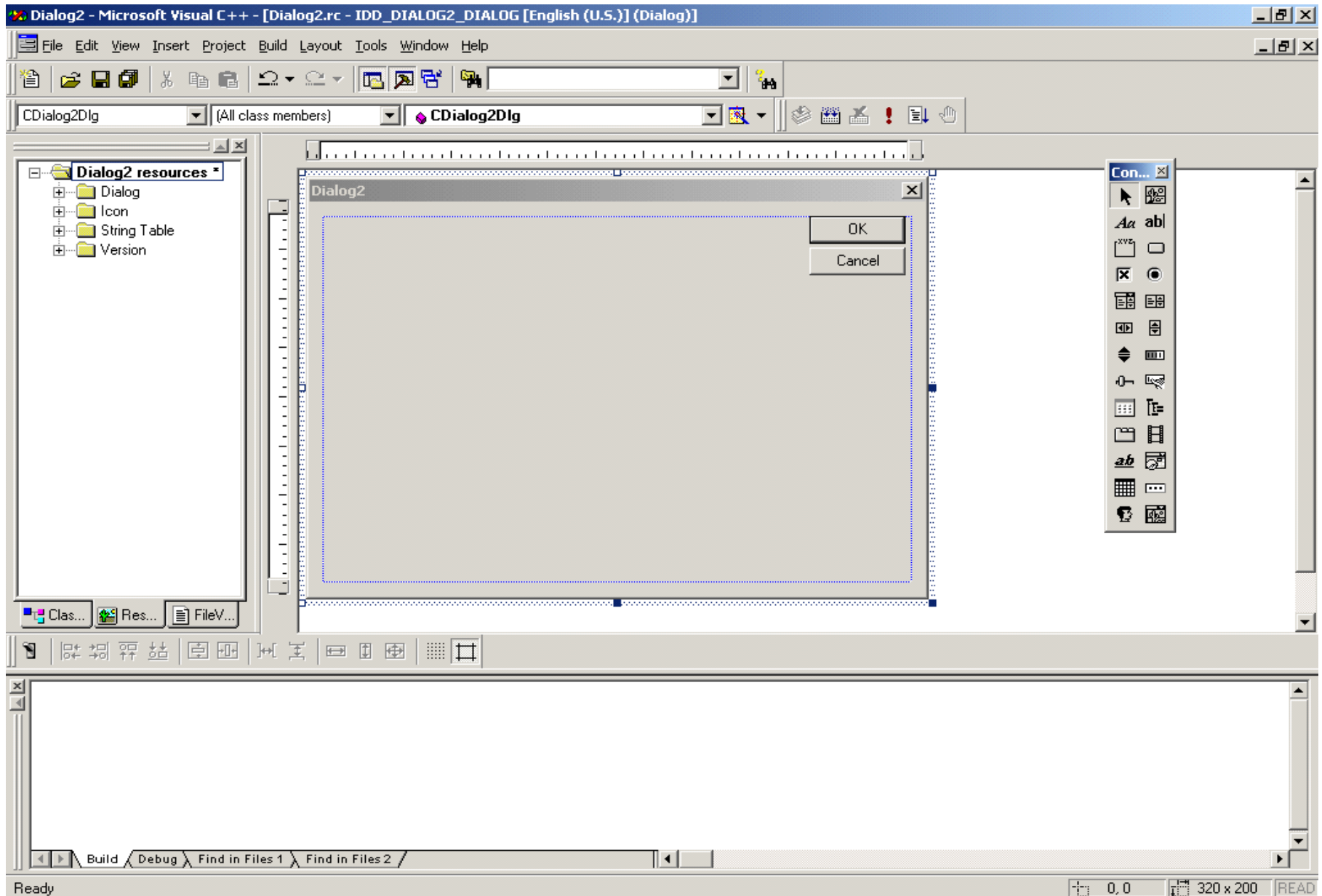
Príkaz 1;

Príkaz n;

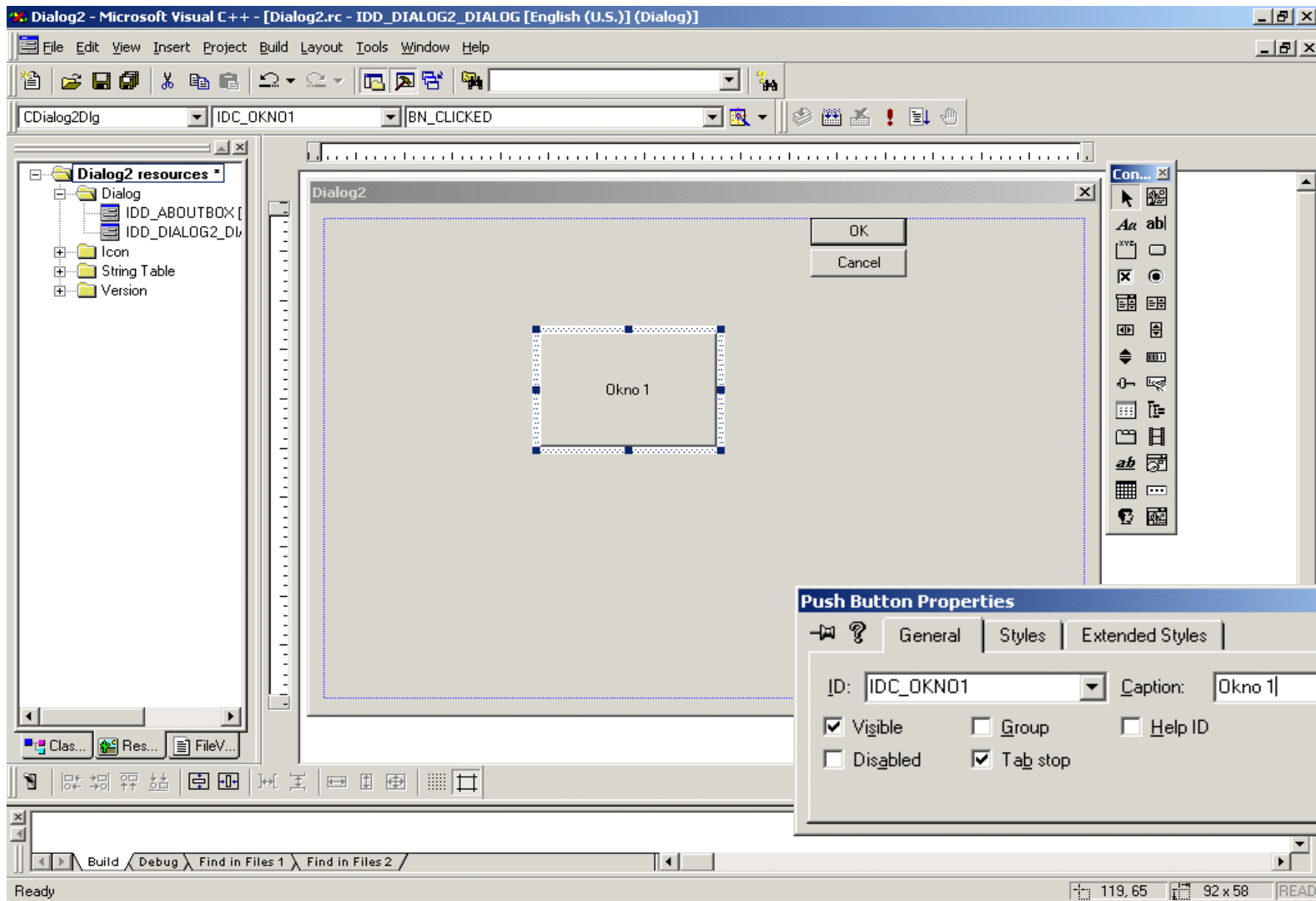
while (podmienka)

- Použitie viac dialógových okien

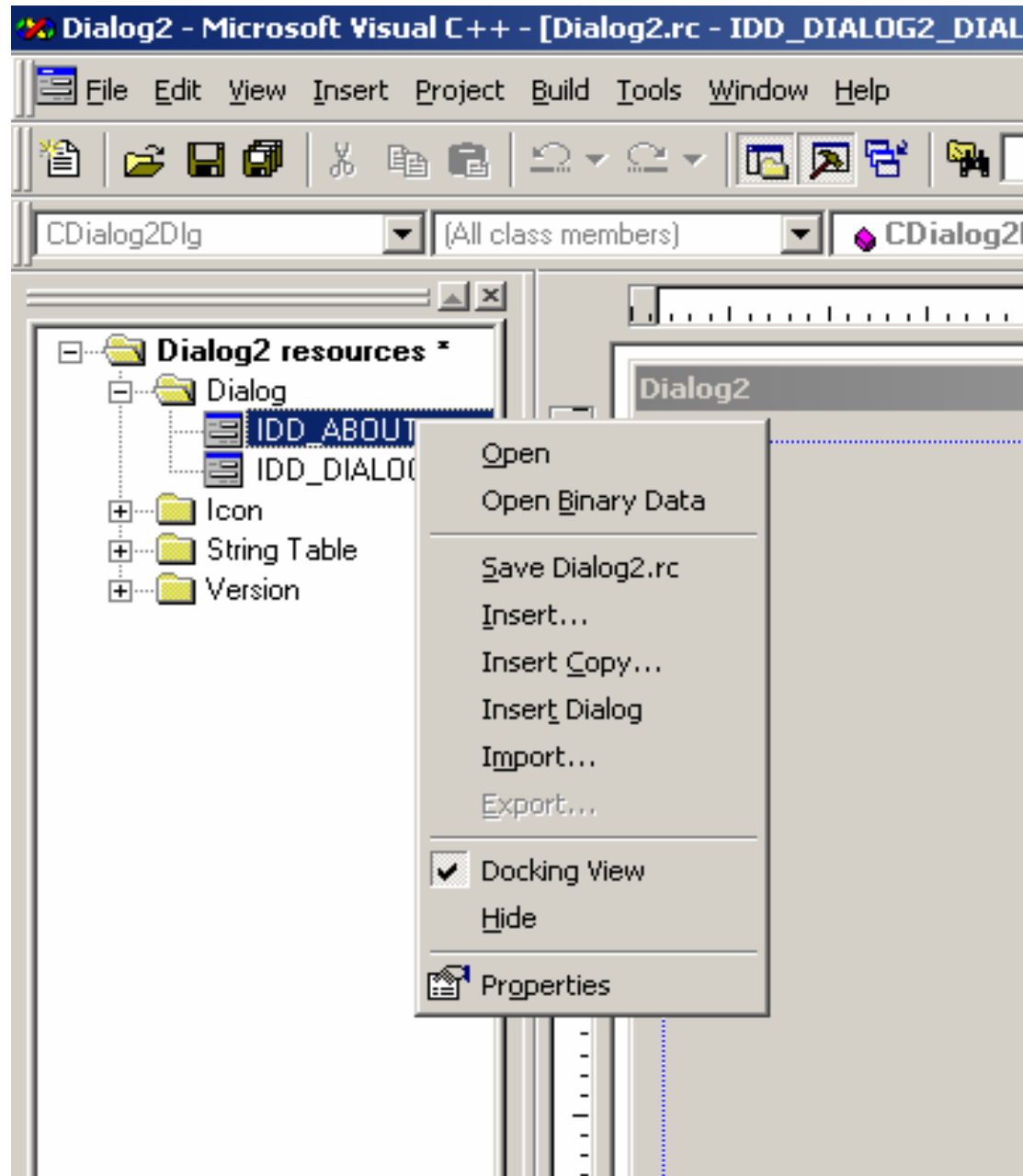
Krok 1



Krok 2

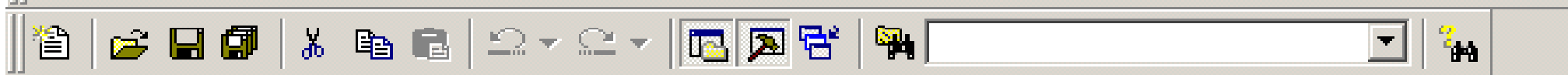


Krok 3

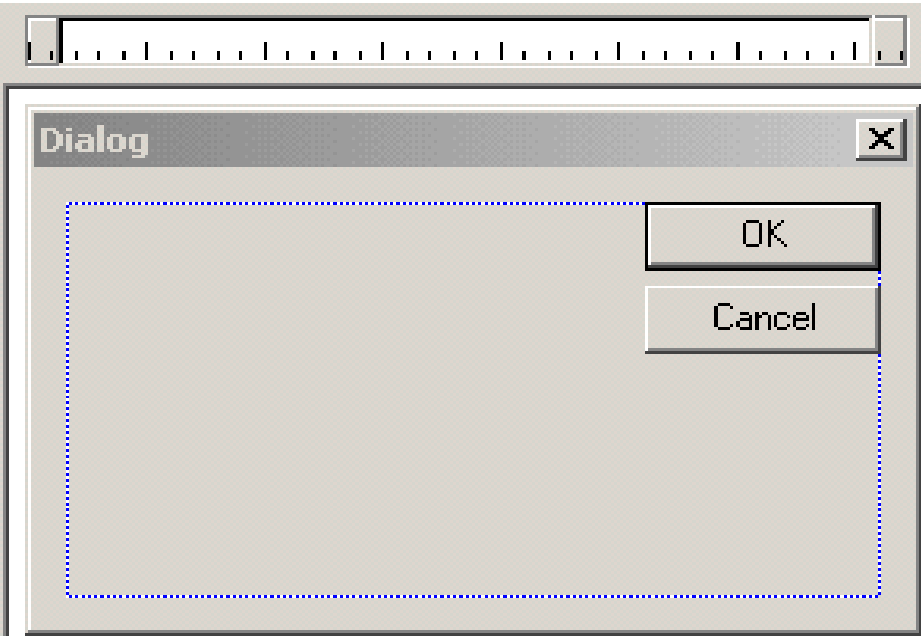
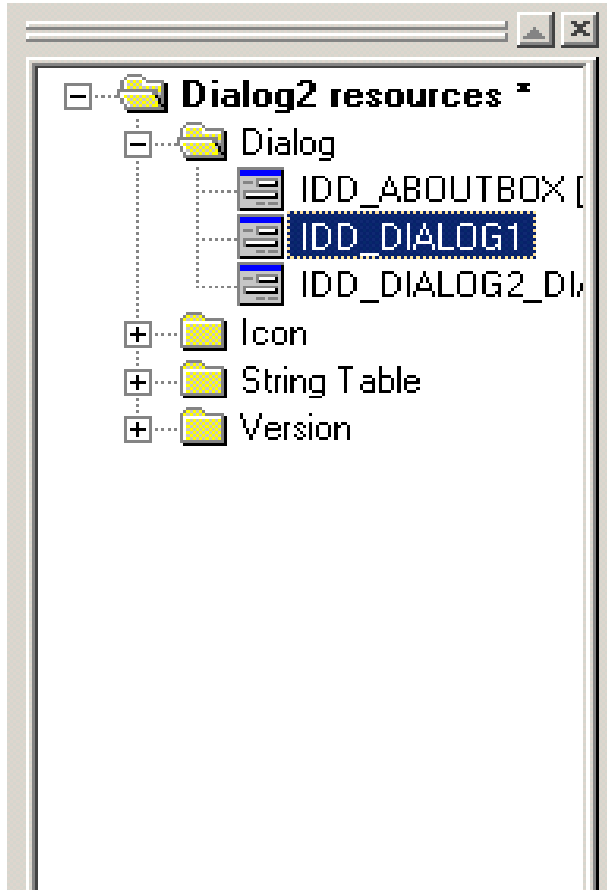


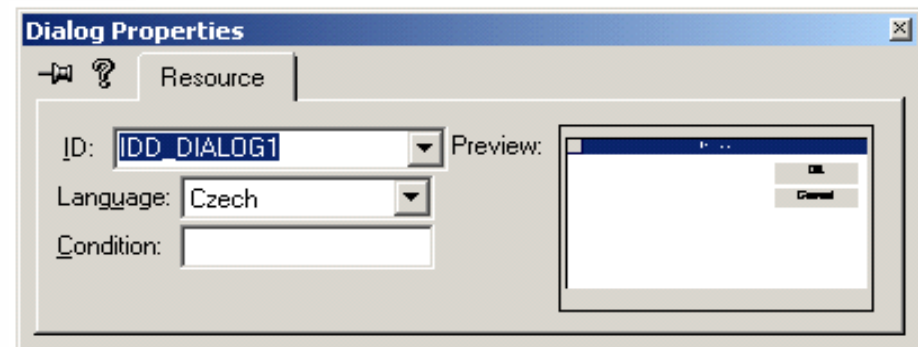
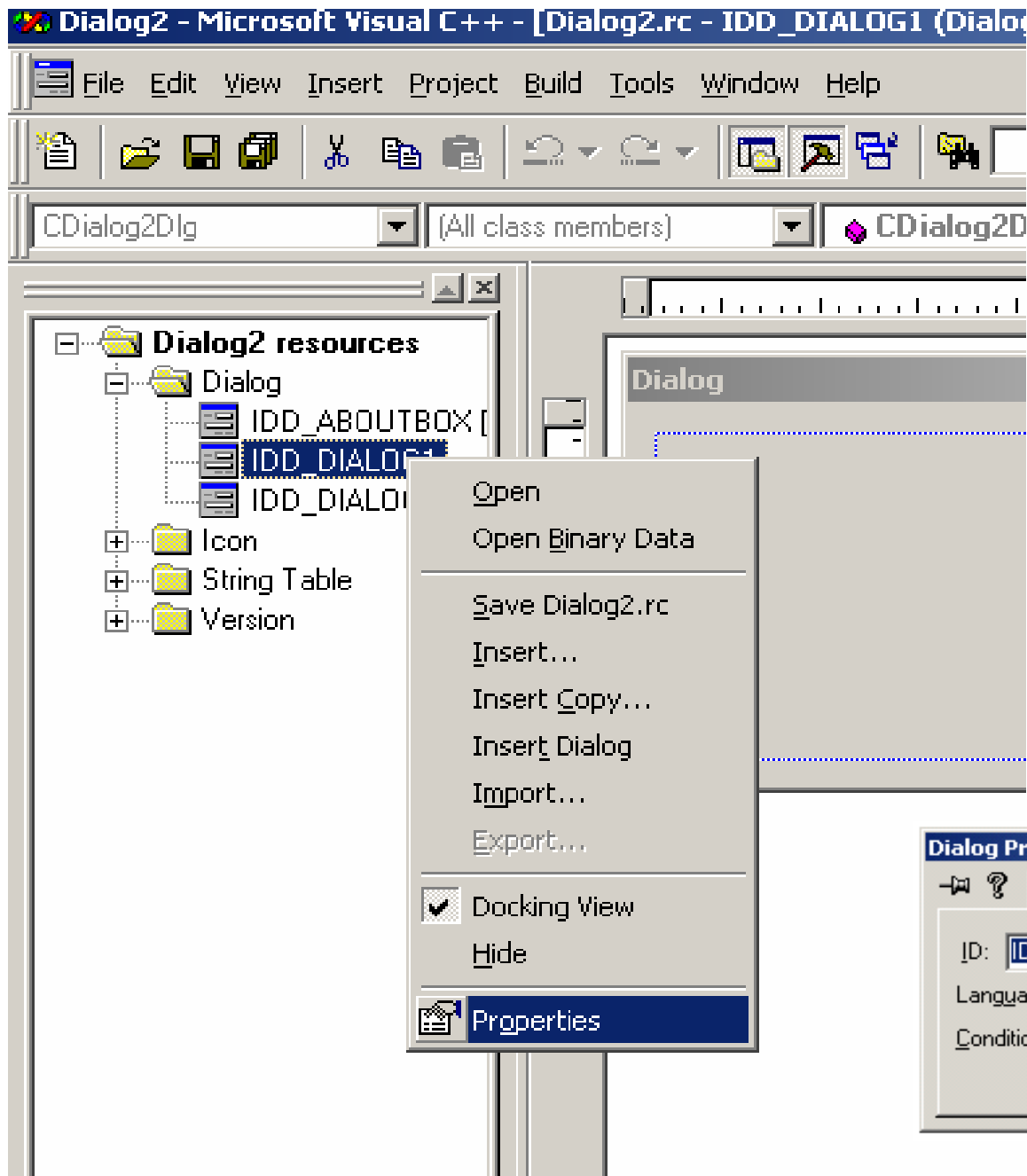
Dialog2 - Microsoft Visual C++ - [Dialog2.rc - IDD_DIALOG1 (Dialog)]

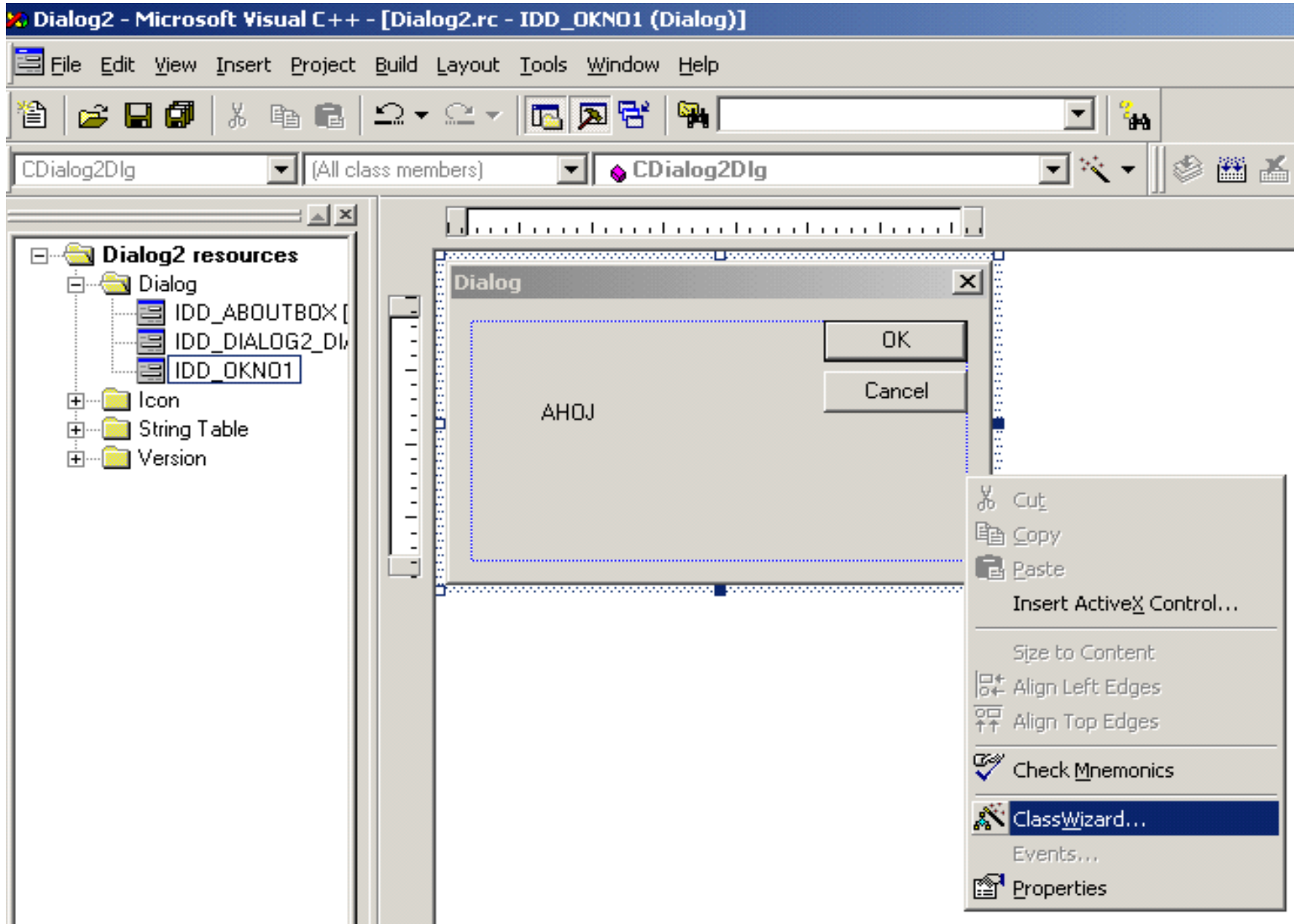
File Edit View Insert Project Build Tools Window Help

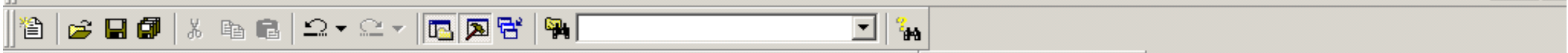


CDialog2Dlg (All class members) CDialog2Dlg









CDialog2Dlg (All class members) CDialog2Dlg

Dialog2 resources

- Dialog
 - IDD_ABOUTBOX [
 - IDD_DIALOG2_Dlg
 - IDD_OKNO1
- Icon
- String Table
- Version

MFC ClassWizard

Message Maps | Member Variables | Automation | ActiveX Events | Class Info

Project: Dialog2 Class name: CDialog2Dlg

C:\...\Dialog2\Dialog2.rc

Object IDs:

- CDialog2Dlg
- IDC_OKNO1
- IDCANCEL
- IDOK

Member functions:

- Create a new class
- Select an existing class
- DoDataExchange
- OnInitDialog
- OnPaint
- OnQueryDragIcon
- OnSysCommand

Description:

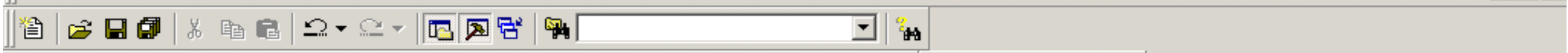
Adding a Class

IDD_OKNO1 is a new resource. Since it is a dialog resource you probably want to create a new class for it. You can also select an existing class.

OK Cancel

Con...





CDialog2Dlg [All class members] CDialog2Dlg

Dialog2 resources

- Dialog
 - IDD_ABOUTBOX [
 - IDD_DIALOG2_Dlg
 - IDD_OKNO1
- Icon
- String Table
- Version

Clas... Res... FileV...

MFC ClassWizard

New Class

Class information

Name: COkienko

File name: Okienko.cpp

Base class: CDialog

Dialog ID: IDD_OKNO1

Automation

- None
- Automation
- Createable by type ID: Dialog2.Okienko

OK Cancel



Dialog



MFC ClassWizard



Message Maps

Member Variables

Automation

ActiveX Events

Class Info

Project:

Dialog2

Class name:

COkienko

C:\program\Dialog2\Okienko.h, C:\program\Dialog2\Okienko.cpp

Object IDs:

- COkienko**
- IDCANCEL
- IDOK

- AboutDlg
- CDialog2App
- CDialog2Dlg
- COkienko**
- Create
- DefWindowProc
- DestroyWindow
- DoDataExchange**
- DoModal
- GetScrollBarCtrl

Add Class... ▼

Add Function

Delete Function

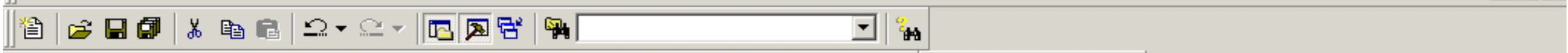
Edit Code

Member functions:

- DoDataExchange

Description:

OK Cancel



CDialog2Dlg IDC_OKNO1 BN_CLICKED

Dialog2 resources

- Dialog
 - IDD_ABOUTBOX [
 - IDD_DIALOG2_DI
 - IDD_OKNO1
- Icon
- String Table
- Version

MFC ClassWizard

Message Maps | Member Variables | Automation | ActiveX Events | Class Info

Project: Dialog2 Class name: CDialog2Dlg

C:\...\Dialog2\Dialog2Dlg.h, C:\...\Dialog2\Dialog2Dlg.cpp

Object IDs: CDialog2Dlg, IDC_OKNO1, IDCANCEL, IDOK

Messages: BN_CLICKED, BN_DOUBLECLICKED

Member functions:

- DoDataExchange
- OnInitDialog ON_WM_INITDIALOG
- OnPaint ON_WM_PAINT
- OnQueryDragIcon ON_WM_QUERYDRAGICON
- OnSysCommand ON_WM_SYSCOMMAND

Description: Indicates the user clicked a button

Add Member Function

Member function name: OnOkno1

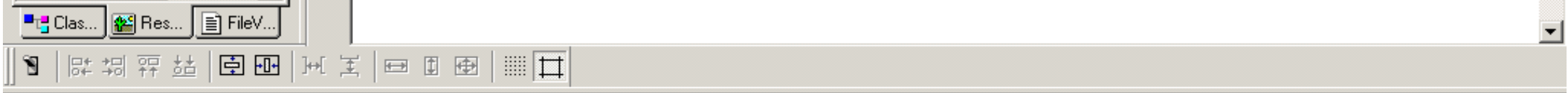
Message: BN_CLICKED

Object ID: IDC_OKNO1

OK Cancel

Con...

Navigation icons: arrow, magnifying glass, Aa, ab, x, circle, grid, arrows, diamond, key, hand, list, folder, ab, grid, person.



File Edit View Insert Project Build Tools Window Help



CAboutDlg

(All class members)

CAboutDlg

Dialog2 resources

Dialog

IDD_ABOUTBOX [

IDD_DIALOG2_DL

IDD_OKNO1

Icon

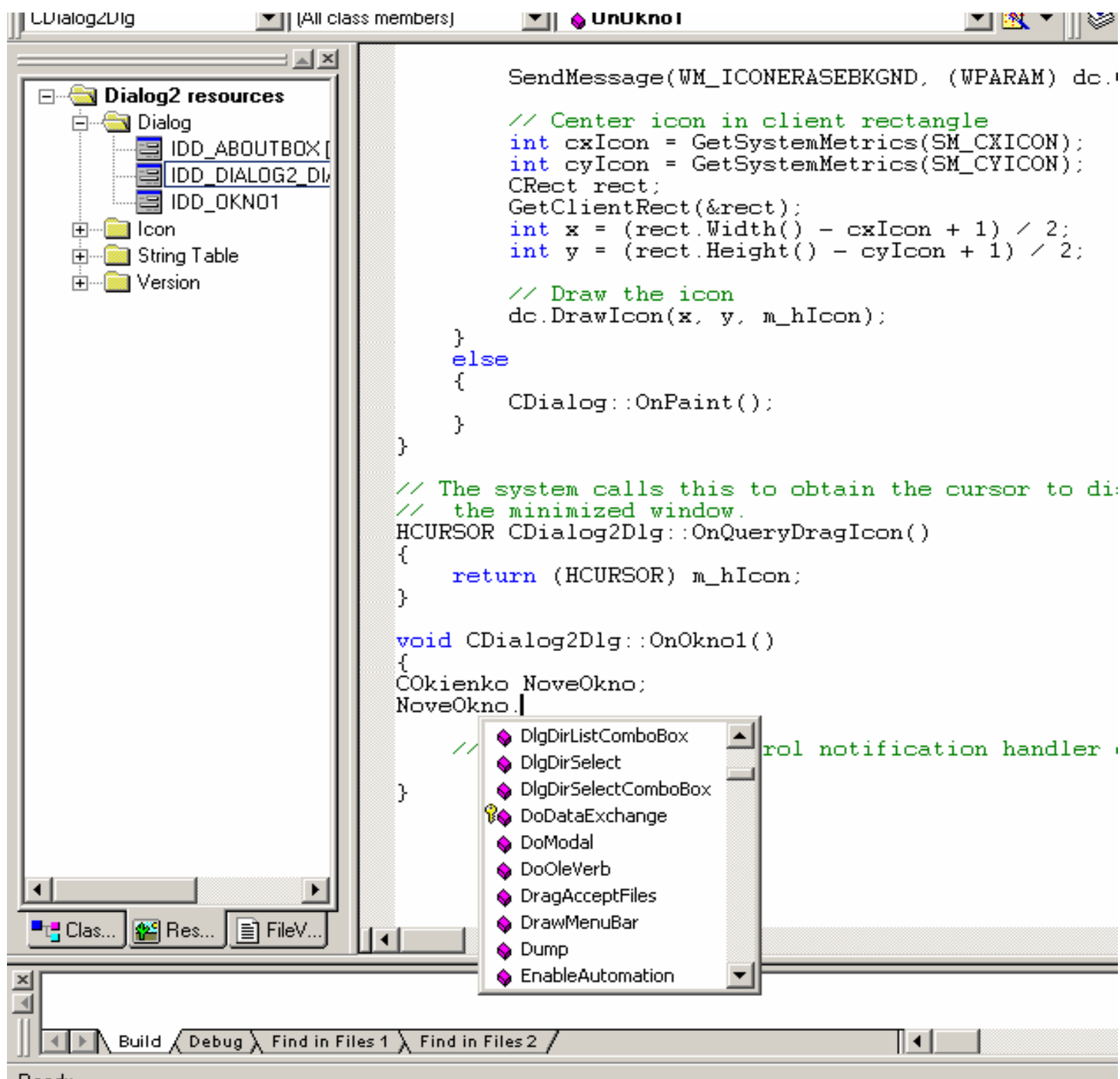
String Table

Version

// Dialog2Dlg.cpp : implementation file

//

#include "stdafx.h"
#include "Dialog2.h"
#include "Dialog2Dlg.h"
#include "Okienko.h"#ifdef _DEBUG
#define new DEBUG_NEW
#undef THIS_FILE
static char THIS_FILE[] = __FILE__;
#endif////////////////////////////////////
// CAboutDlg dialog used for App Aboutclass CAboutDlg : public CDialog
{
public:
CAboutDlg();// Dialog Data
//{{AFX_DATA(CAboutDlg)
enum { IDD = IDD_ABOUTBOX };
//}}AFX_DATA



```
void CDialog2Dlg::OnOkno1()
```

```
{
```

```
    COkienko NoveOkno;
```

```
    NoveOkno.DoModal();
```

```
    // TODO: Add your control notification handler  
    code here
```

```
}
```

Dialog2



OK

Cancel

Okno 1

Dialog2



OK

Cancel

Okno 1

Dialog



OK

Cancel

AHOJ