



Thesis Title	MODIFICATION OF STANDARD AND CUSTOM GUI CONTROLS USING MICROSOFT FOUNDATIONCLASS LIBRARY
Research Field	Software Engineering
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Abstract

Microsoft Windows supports several standard controls. A control is a special type of window that allows a specific type of user interaction. A standard control enables users to view and organize information and to set or change attributes and properties.

The Microsoft Foundation Class library (MFC) provides classes for all the standard controls. MFC makes it easy for developers to derive their own child windows and to customize the behavior of the windows using C++ inheritance and message maps. It makes sense to encapsulate the behavior and properties of those elements into reusable classes.

This work introduces a number of modified GUI controls in order to achieve some modern controls with different shapes and more modified functions that help to design these modified controls.

The MFC library was used to write these modified controls by writing modified classes for them. It was applied to many different standard GUI controls such as buttons, dialogs that looked like normal controls to obtain controls with new different shapes, skins, functions, and size. A good GUI makes an application easy, practical, and efficient to use. A code for the proposed modified controls has been written with the use of Microsoft Visual C++ 6.0.

These classes can be also used like any other owner-drawn control by including the header file and the declaration of the controls. These modified controls can be used instead of the standard ones. The modified control will have its own class. These classes are inherited from the main class of the specified control, so that the programmers can take these classes and add them to their projects, and use them as standard controls.