// TAYPEHUERTASDlg.cpp : implementation file

//

#include "stdafx.h"

#include "TAYPEHUERTAS.h"

#include "TAYPEHUERTASDlg.h"

#ifdef \_DEBUG

#define new DEBUG\_NEW

#undef THIS\_FILE

static char THIS\_FILE[] = \_\_FILE\_\_;

#endif

/////////////////////////////////////////////////////////////////////////////

// CTAYPEHUERTASDlg dialog

CTAYPEHUERTASDlg::CTAYPEHUERTASDlg(CWnd\* pParent /\*=NULL\*/)

: CDialog(CTAYPEHUERTASDlg::IDD, pParent)

{

//{{AFX\_DATA\_INIT(CTAYPEHUERTASDlg)

m\_Longitud = 0.0;

m\_Seccion = 0.0;

m\_Resultado = 0.0;

m\_Operacion = -1;

//}}AFX\_DATA\_INIT

// Note that LoadIcon does not require a subsequent DestroyIcon in Win32

m\_hIcon = AfxGetApp()->LoadIcon(IDR\_MAINFRAME);

}

void CTAYPEHUERTASDlg::DoDataExchange(CDataExchange\* pDX)

{

CDialog::DoDataExchange(pDX);

//{{AFX\_DATA\_MAP(CTAYPEHUERTASDlg)

DDX\_Text(pDX, IDC\_LONGITUD, m\_Longitud);

DDX\_Text(pDX, IDC\_SECCION, m\_Seccion);

DDX\_Text(pDX, IDC\_RESULTADO, m\_Resultado);

DDX\_Radio(pDX, IDC\_ALUMINIO, m\_Operacion);

//}}AFX\_DATA\_MAP

}

BEGIN\_MESSAGE\_MAP(CTAYPEHUERTASDlg, CDialog)

//{{AFX\_MSG\_MAP(CTAYPEHUERTASDlg)

ON\_WM\_PAINT()

ON\_WM\_QUERYDRAGICON()

ON\_BN\_CLICKED(IDC\_CALCULAR, OnCalcular)

ON\_BN\_CLICKED(IDC\_SALIR, OnSalir)

//}}AFX\_MSG\_MAP

END\_MESSAGE\_MAP()

/////////////////////////////////////////////////////////////////////////////

// CTAYPEHUERTASDlg message handlers

BOOL CTAYPEHUERTASDlg::OnInitDialog()

{

CDialog::OnInitDialog();

//Set the icon for this dialog. The framework does this

//automatically

// when the application´s main window is not a dialog

SetIcon(m\_hIcon, TRUE); // Set big icon

SetIcon(m\_hIcon, FALSE); // Set small icon

// Enviamos el foco a la primera operación (Suma)

m\_Operacion = 0;

UpdateData(false);

return false;

}

// If you add a minimize button to your dialog, you will need the code below

// to draw the icon. For MFC applications using the document/view model,

// this is automatically done for you by the framework.

void CTAYPEHUERTASDlg::OnPaint()

{

if (IsIconic())

{

CPaintDC dc(this); // device context for painting

SendMessage(WM\_ICONERASEBKGND, (WPARAM) dc.GetSafeHdc(), 0);

// Center icon in client rectangle

int cxIcon = GetSystemMetrics(SM\_CXICON);

int cyIcon = GetSystemMetrics(SM\_CYICON);

CRect rect;

GetClientRect(&rect);

int x = (rect.Width() - cxIcon + 1) / 2;

int y = (rect.Height() - cyIcon + 1) / 2;

// Draw the icon

dc.DrawIcon(x, y, m\_hIcon);

}

else

{

CDialog::OnPaint();

}

}

// The system calls this to obtain the cursor to display while the user drags

// the minimized window.

HCURSOR CTAYPEHUERTASDlg::OnQueryDragIcon()

{

return (HCURSOR) m\_hIcon;

}

void CTAYPEHUERTASDlg::OnCalcular()

{

//Actualizamos los datos de las variables

UpdateData (true);

//Elegimos la operación de acuerdo a lo que el usuario

//haya seleccionado desde los radio buttons

switch (m\_Operacion)

{

case 0: m\_Resultado = 0.028 \*(m\_Longitud/m\_Seccion); break;

case 1: m\_Resultado = 0.07 \*(m\_Longitud/m\_Seccion); break;

case 2: m\_Resultado = 0.46 \*(m\_Longitud/m\_Seccion); break;

}

UpdateData(false);

}

void CTAYPEHUERTASDlg::OnSalir()

{

this->DestroyWindow();

}