// CALLE GUILLEN VICTORDlg.cpp : implementation file

//

#include "stdafx.h"

#include "CALLE GUILLEN VICTOR.h"

#include "CALLE GUILLEN VICTORDlg.h"

#ifdef \_DEBUG

#define new DEBUG\_NEW

#undef THIS\_FILE

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

#endif

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

// CCALLEGUILLENVICTORDlg dialog

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

 : CDialog(CCALLEGUILLENVICTORDlg::IDD, pParent)

{

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

 m\_R = 0.0;

 m\_V = 0.0;

 m\_I = 0.0;

 m\_VALOR = \_T("");

 //}}AFX\_DATA\_INIT

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

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

}

void CCALLEGUILLENVICTORDlg::DoDataExchange(CDataExchange\* pDX)

{

 CDialog::DoDataExchange(pDX);

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

 DDX\_Text(pDX, IDC\_EDIT1, m\_R);

 DDX\_Text(pDX, IDC\_EDIT2, m\_V);

 DDX\_Text(pDX, IDC\_EDIT3, m\_I);

 DDX\_Text(pDX, VALOR, m\_VALOR);

 //}}AFX\_DATA\_MAP

}

BEGIN\_MESSAGE\_MAP(CCALLEGUILLENVICTORDlg, CDialog)

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

 ON\_WM\_PAINT()

 ON\_WM\_QUERYDRAGICON()

 ON\_BN\_CLICKED(ACEPTAR, OnACEPTAR)

 //}}AFX\_MSG\_MAP

END\_MESSAGE\_MAP()

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

// CCALLEGUILLENVICTORDlg message handlers

BOOL CCALLEGUILLENVICTORDlg::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

 // TODO: Add extra initialization here

 return TRUE; // return TRUE unless you set the focus to a control

}

// 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 CCALLEGUILLENVICTORDlg::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 CCALLEGUILLENVICTORDlg::OnQueryDragIcon()

{

 return (HCURSOR) m\_hIcon;

}

void CCALLEGUILLENVICTORDlg::OnACEPTAR()

{

UpdateData(true);

char A[23], B[45];

int i;

double R;

m\_VALOR = "Valor de cada Resistencia \n";

for (i=1;i<=m\_R;i++)

{

R=m\_V/(m\_R\*m\_I);

gcvt(R,15,A);

itoa(i,B,14);

m\_VALOR = m\_VALOR + "R(" + B + ")=" + A + "Ohmios \n";

}

UpdateData(false);

}