// 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);

}