// MayuriDlg.cpp : implementation file

//

#include "stdafx.h"

#include "Mayuri.h"

#include "MayuriDlg.h"

#ifdef \_DEBUG

#define new DEBUG\_NEW

#undef THIS\_FILE

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

#endif

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

// CMayuriDlg dialog

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

 : CDialog(CMayuriDlg::IDD, pParent)

{

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

 m\_Valorpico = 0.0;

 m\_Frecuencia = 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 CMayuriDlg::DoDataExchange(CDataExchange\* pDX)

{

 CDialog::DoDataExchange(pDX);

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

 DDX\_Text(pDX, IDC\_VALORPICO, m\_Valorpico);

 DDX\_Text(pDX, IDC\_FRECUENCIA, m\_Frecuencia);

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

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

 //}}AFX\_DATA\_MAP

}

BEGIN\_MESSAGE\_MAP(CMayuriDlg, CDialog)

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

 ON\_WM\_PAINT()

 ON\_WM\_QUERYDRAGICON()

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

 //}}AFX\_MSG\_MAP

END\_MESSAGE\_MAP()

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

// CMayuriDlg message handlers

BOOL CMayuriDlg::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 (Valorpicopico)

 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 CMayuriDlg::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 CMayuriDlg::OnQueryDragIcon()

{

 return (HCURSOR) m\_hIcon;

}

void CMayuriDlg::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 = m\_Valorpico \* 2; break;

 case 1: m\_Resultado = 0.707\* m\_Valorpico; break;

 case 2: m\_Resultado = 1 / m\_Frecuencia; break;

 }

 UpdateData(false);

}