// 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);

}