// mayuriDlg.cpp : implementation file

//

#include "stdafx.h"

#include "mayuri.h"

#include "mayuriDlg.h"

#include <math.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\_Longitud = 0.0;

 m\_Seccion = 0.0;

 m\_Platino = FALSE;

 m\_Plomo = FALSE;

 m\_Resultado = 0.0;

 //}}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\_LONGITUD, m\_Longitud);

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

 DDX\_Check(pDX, IDC\_PLATINO, m\_Platino);

 DDX\_Check(pDX, IDC\_PLOMO, m\_Plomo);

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

 //}}AFX\_DATA\_MAP

}

BEGIN\_MESSAGE\_MAP(CMayuriDlg, CDialog)

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

 ON\_WM\_PAINT()

 ON\_WM\_QUERYDRAGICON()

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

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

 //}}AFX\_MSG\_MAP

END\_MESSAGE\_MAP()

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

// CMayuriDlg message handlers

BOOL CMayuriDlg::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 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()

{

 UpdateData(true);

 m\_Resultado= 0.0172\*(m\_Longitud/m\_Seccion);

 if(m\_Platino|| m\_Plomo )

{

if(m\_Platino)

{m\_Resultado=0.109\*(m\_Longitud/m\_Seccion);}

if(m\_Plomo)

{m\_Resultado= 0.21\*(m\_Longitud/m\_Seccion);}

}

if(m\_Platino & m\_Plomo)

m\_Resultado= 0.0172\*(m\_Longitud/m\_Seccion);

UpdateData(false);

}

void CMayuriDlg::OnSalir()

{

 this->DestroyWindow();

}