// Felipa Huamani AlexisDlg.cpp : implementation file

//

#include "stdafx.h"

#include "Felipa Huamani Alexis.h"

#include "Felipa Huamani AlexisDlg.h"

#ifdef \_DEBUG

#define new DEBUG\_NEW

#undef THIS\_FILE

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

#endif

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

// CFelipaHuamaniAlexisDlg dialog

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

: CDialog(CFelipaHuamaniAlexisDlg::IDD, pParent)

{

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

m\_I = 0.0;

m\_R = 0.0;

m\_VALOR = 0.0;

m\_V = \_T("");

//}}AFX\_DATA\_INIT

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

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

}

void CFelipaHuamaniAlexisDlg::DoDataExchange(CDataExchange\* pDX)

{

CDialog::DoDataExchange(pDX);

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

DDX\_Text(pDX, CORRIENTE, m\_I);

DDX\_Text(pDX, RESISTENCIAS, m\_R);

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

DDX\_Text(pDX, voltimetro, m\_V);

//}}AFX\_DATA\_MAP

}

BEGIN\_MESSAGE\_MAP(CFelipaHuamaniAlexisDlg, CDialog)

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

ON\_WM\_PAINT()

ON\_WM\_QUERYDRAGICON()

ON\_BN\_CLICKED(CALCULAR, OnCALCULAR)

//}}AFX\_MSG\_MAP

END\_MESSAGE\_MAP()

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

// CFelipaHuamaniAlexisDlg message handlers

BOOL CFelipaHuamaniAlexisDlg::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 CFelipaHuamaniAlexisDlg::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 CFelipaHuamaniAlexisDlg::OnQueryDragIcon()

{

return (HCURSOR) m\_hIcon;

}

void CFelipaHuamaniAlexisDlg::OnCALCULAR()

{

UpdateData(true);

char X[25], Y[25];

int i;

double V;

m\_V = "VALOR POR RESISTENCIA: \n";

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

{

V=m\_I\*m\_VALOR;

gcvt(V,15,X);

itoa(i,Y,14);

m\_V = m\_V + "V(" + Y + ")=" + X + "Voltios \n";

}

UpdateData(false);

}