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800 East 96th St., Indianapolis, Indiana, 46240 USA

# Sams Teach Yourself Visual C++ .NET in 24 Hours

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# About the Author

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# Dedication

*To my wife, Cher, for all her love and support.  
It takes a special person to put up with someone like me.*

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# Tell Us What You Think!

As the reader of this book, *you* are our most important critic and commentator. We value your opinion and want to know what we're doing right, what we could do better, what areas you'd like to see us publish in, and any other words of wisdom you're willing to pass our way.

As an Associate Publisher for Sams, I welcome your comments. You can e-mail or write me directly to let me know what you did or didn't like about this book—as well as what we can do to make our books stronger.

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# Introduction

Microsoft Visual C++ has enjoyed half a decade as the leading C++ tool. Even now as Microsoft rolls out new technologies such as C# and the .NET Framework and puts new twists on mature technologies such as Visual Basic, C++ remains the language of choice for many serious developers. Whether you plan to become a C++ programmer or just need to have a working proficiency with Visual C++, this book is designed to get you started in the right direction.

## Audience and Organization

This book is targeted toward those who have some exposure to C++ programming and who are interested in learning Visual C++ .NET. When you finish the last lesson, you should be familiar with the Visual C++ environment and have a good understanding of how to write, build, debug, and deploy C++ programs using Visual C++ .NET.

## Conventions Used in This Book

This book uses several conventions to help you prioritize and reference the information it contains:

- **Tips** highlight information that can make your C# programming more effective.
- **Cautions** focus your attention on problems or side effects that can occur in specific situations.
- **Notes** provide useful sidebar information that you can read immediately or circle back to without losing the flow of the topic at hand.

In addition, this book uses various typefaces to help you distinguish code from regular English. Code is presented in a monospace font. Placeholders—words or characters used temporarily to represent the real words or characters you would type in code—are type-set in *italic monospace*.

Some code statements presented in this book are too long to appear on a single line. In these cases, a line-continuation character is used to indicate that the following line is a continuation of the current statement.