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This book aims to be a comprehensive source for any developer who is interested in programming for the Windows platform. It starts at the lowest level, with the Win32 API (C and VB Classic) and then goes over to MFC (C++). Beyond these basic sections, it will cover COM, and the creation of ActiveX modules from a variety of languages.

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Feuer, "MFC Programming." Addison Wesley Developers Press, 1997, ISBN 0-201-63358-2. Kolb, "Win32 Game Developer's Guide with DirectX 3," Waite Group, 1997, ISBN 1-57169-030-1. The workshop laboratories will have Microsoft Windows NT and Microsoft Visual C++5.0 or VC++6.0 installed.

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