

VC++

ActiveX Controls

- MFC
- Properties/Events/Methods

General C++ Language

- By Reference vs. By Value
- Classes and Objects
- Exception Handling
- Inheritance/Encapsulation
- Keywords/Operators
- Pragmas
- Virtual Functions/Overloading/Polymorphism

General Visual C++

- 16 bit vs. 32 bit
- DLL Debugging
- DLL Exporting Methods
- DLL Loading/Unloading
- DLL Regular vs. Extension
- Portability Issues

General Windows Programming

- Clipboard usage
- Common Controls
- Common Dialog Boxes
- Device Context
- Dialog Boxes
- GDI
- Graphics
- International Considerations
- Memory Management
- Menus
- Message Handling
- Multitasking/Multithreading
- Printing
- Registry
- Resources



- Text/Fonts
- Timers
- Window Management
- Window Painting

MFC

- Calling Win SDK Functions
- Common Base Classes
- Database Access
- Document/View Architecture
- Drag/Drop
- File I/O And Serialization
- FTP/Sockets
- General
- Helper Macros
- Message Handling
- Property Sheets/Property Pages
- Toolbars/Status Bars
- Utility Classes
- Worker Threads/User Interface Threads

OLE/COM

- Aggregation/Containment
- Apartments
- Automation
- CLSID / Prog ID
- DCOM / Security
- Interfaces/ IDL
- Interfaces/IDL
- Marshalling
- Servers/Containers
- Singleton
- Surrogate/EXE/Inprocess vs. Out Of Process
- Using ATL

Visual C++ IDE

- Add Ins/Macros
- Class Wizard
- Debugging
- Environment Settings
- Project Creation

- Project Customization
- Source Browser
- Utilities/Tools