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Subject: Re: Looking for some ideas.

Posted by [vloktboky](#) on Sat, 29 Jul 2006 17:44:49 GMT

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@ Dave: So far out of date that many people still use it for development? You're a web developer; you're on the opposite end of the spectrum. I would expect a web developer to rely on forms, but MFC - with its use of OOP Architecture - allows for us to easily migrate engine code through COM into external tool apps such as map editors, model viewers, and particle editors. I can't speak for any other industry, but in the gaming industry, it's by no means dead.

And for him to continue to explore into his field of study, it would be the better choice. It may not be the best example of OOP Design with all the Afx "I'm Microsoft and I don't know how to throw anything out" style, but it would be a good exploration into GUI development, pending of course any previous history with the Win32 API.

The most important thing for anyone who is migrating into the C++ family is to immediately understand Object Oriented Design. Nobody in today's business uses procedural programming to solve complicated problems. Any company that does is going to feel the repercussions of that decision in the not-so-distant future.

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