

## Re: MFC future?

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*Source:* <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2005-12/msg01011.html>

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- *From:* "David Ching" <[dc@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:dc@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx)>
  - *Date:* Wed, 14 Dec 2005 00:27:34 GMT
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"Mike Goldweber" <[mikegoldweber@xxxxxxxxxx](mailto:mikegoldweber@xxxxxxxxxx)> wrote in message [news:uqFbguCAGHA.3804@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:uqFbguCAGHA.3804@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx)  
> So, what is the best way to produce dialog based apps using a C++  
> language? My last job used Borland Builder to produce dialogs, and  
> that was great fun. I'm relatively new to building gui's with MFC, but  
> after reading some of the comments here, I'm not so sure this is a good  
> use of my time? My new company just converted to Visual Studio .Net  
> 2003. If this set of tools has a better method of making user  
> interfaces, I'm all of devoting my time to learning that.  
>

```
if ( your app can be a .NET app )
{
if ( you must use C++ )
Use VC++ 2005 for .NET
else
Use C#
}
else
Use VC++ 2005 for MFC
```

— David

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- *Follow-Ups:*
    - ◆ **Re: MFC future?**  
◇ *From:* Tom Serface
    - ◆ **Re: MFC future?**  
◇ *From:* Mike Goldweber
  - *References:*
    - ◆ **MFC future?**  
◇ *From:* NewbProgrammer

Re: MFC future?

- ◆ **Re: MFC future?**
  - ◇ From: Joseph M . Newcomer
- ◆ **Re: MFC future?**
  - ◇ From: Tom Serface
- ◆ **Re: MFC future?**
  - ◇ From: David Ching
- ◆ **Re: MFC future?**
  - ◇ From: Mike Goldweber

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