

Batch file and MFC

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2007-01/msg00599.html>

- *From:* "one-trick-pony" <worldofpain.aamir@xxxxxxxxxx>
 - *Date:* 11 Jan 2007 06:22:02 -0800
-

Greetings,

I am a new programmer of MS VC++. I would like to convert a batch file into an MFC dialog based Visual C++ executable program which will execute in Windows. My first question is, is this a valid approach? If so, what is best approach in setting up this program that will automatically execute large number of commands (because thats what really batch files is, executing commands in succession)? Currently, the set up I have is upon executing OnInitDlg function(which is executed automatically upon application execution), I call up another function to continue to execute commands in succession. There is no user intervention or input involved for this particular batch file. If there is an error, either batch file stops executing and/or jumps to another instruction. Is this a valid approach or good software engineering practice to have MFC based application mimic a batch file? I have coded part of it, compiled and executed and it runs faster and with wonderful GUI instead of console window.

Also, at the end, the batch file restarts computer. I would like to exit my MFC program before that step and let the computer continue to shut down. I am not familiar with how to set that up. I am looking for comments/suggestions/guidance that would help me improve my program and help me become a better programmer. I am open to any software engineering ideas. Thanks for your help.

.