// MICHAEL5Dlg.cpp : implementation file

//

#include "stdafx.h"

#include "MICHAEL5.h"

#include "MICHAEL5Dlg.h"

#include <math.h>

#ifdef \_DEBUG

#define new DEBUG\_NEW

#undef THIS\_FILE

static char THIS\_FILE[] = \_\_FILE\_\_;

#endif

/////////////////////////////////////////////////////////////////////////////

// CMICHAEL5Dlg dialog

CMICHAEL5Dlg::CMICHAEL5Dlg(CWnd\* pParent /\*=NULL\*/)

 : CDialog(CMICHAEL5Dlg::IDD, pParent)

{

 //{{AFX\_DATA\_INIT(CMICHAEL5Dlg)

 m\_ESTRELLA = FALSE;

 m\_TRIANGULO = FALSE;

 m\_V1 = 0.0;

 m\_V2 = 0.0;

 m\_I1 = 0.0;

 m\_I2 = 0.0;

 m\_Resultados = \_T("");

 //}}AFX\_DATA\_INIT

 // Note that LoadIcon does not require a subsequent DestroyIcon in Win32

 m\_hIcon = AfxGetApp()->LoadIcon(IDR\_MAINFRAME);

}

void CMICHAEL5Dlg::DoDataExchange(CDataExchange\* pDX)

{

 CDialog::DoDataExchange(pDX);

 //{{AFX\_DATA\_MAP(CMICHAEL5Dlg)

 DDX\_Check(pDX, IDC\_ESTRELLA, m\_ESTRELLA);

 DDX\_Check(pDX, IDC\_TRIANGULO, m\_TRIANGULO);

 DDX\_Text(pDX, IDC\_V1, m\_V1);

 DDX\_Text(pDX, IDC\_V2, m\_V2);

 DDX\_Text(pDX, IDC\_I1, m\_I1);

 DDX\_Text(pDX, IDC\_I2, m\_I2);

 DDX\_Text(pDX, IDC\_RESULTADOS, m\_Resultados);

 //}}AFX\_DATA\_MAP

}

BEGIN\_MESSAGE\_MAP(CMICHAEL5Dlg, CDialog)

 //{{AFX\_MSG\_MAP(CMICHAEL5Dlg)

 ON\_WM\_PAINT()

 ON\_WM\_QUERYDRAGICON()

 ON\_BN\_CLICKED(IDC\_CALCULAR, OnCalcular)

// ON\_BN\_CLICKED(IDC\_BUTTON2, OnButton2)

 ON\_BN\_CLICKED(IDC\_BUTTON3, OnBorrar)

 //}}AFX\_MSG\_MAP

END\_MESSAGE\_MAP()

/////////////////////////////////////////////////////////////////////////////

// CMICHAEL5Dlg message handlers

BOOL CMICHAEL5Dlg::OnInitDialog()

{

//CDialog::OnInitDialog():

 // when the apllication´s main windows is not dialog

 // como la aplicaciones no son ventanas de dialogos.

 SetIcon(m\_hIcon,TRUE); // Set big icon

 SetIcon(m\_hIcon,FALSE); // Set small icon

 UpdateData(false);

 return false;

}

// If you add a minimize button to your dialog, you will need the code below

// to draw the icon. For MFC applications using the document/view model,

// this is automatically done for you by the framework.

void CMICHAEL5Dlg::OnPaint()

{

 if (IsIconic())

 {

 CPaintDC dc(this); // device context for painting

 SendMessage(WM\_ICONERASEBKGND, (WPARAM) dc.GetSafeHdc(), 0);

 // Center icon in client rectangle

 int cxIcon = GetSystemMetrics(SM\_CXICON);

 int cyIcon = GetSystemMetrics(SM\_CYICON);

 CRect rect;

 GetClientRect(&rect);

 int x = (rect.Width() - cxIcon + 1) / 2;

 int y = (rect.Height() - cyIcon + 1) / 2;

 // Draw the icon

 dc.DrawIcon(x, y, m\_hIcon);

 }

 else

 {

 CDialog::OnPaint();

 }

}

// The system calls this to obtain the cursor to display while the user drags

// the minimized window.

HCURSOR CMICHAEL5Dlg::OnQueryDragIcon()

{

 return (HCURSOR) m\_hIcon;

}

void CMICHAEL5Dlg::OnCalcular()

{

 UpdateData(true);

char cad[15];

double descuentoEstrella = 0.00, descuentoTriangulo = 0.00,descuentoFasor = 0.00;

if (m\_ESTRELLA || m\_TRIANGULO)

 {

 m\_Resultados = m\_Resultados + "Descuentos: \n";

 if (m\_ESTRELLA)

 {

 descuentoEstrella = m\_V1-m\_V2;

 descuentoFasor = descuentoEstrella/sqrt(3);

 gcvt(descuentoFasor, 6, cad);

 m\_Resultados = m\_Resultados + "VELOCIDAD fasor: "+ cad + "\n";

 gcvt(descuentoEstrella, 6, cad);

 m\_Resultados = m\_Resultados + "VELOCIDAD LINEAL: "+ cad + "\n";

 }

 if (m\_TRIANGULO)

 {

 descuentoTriangulo = m\_I1-m\_I2;

 gcvt(descuentoTriangulo, 6, cad);

 m\_Resultados = m\_Resultados + "INTENCIDAD LINEAL: "+ cad + "\n";

 descuentoFasor =descuentoTriangulo/sqrt(3) ;

 gcvt(descuentoFasor, 6, cad);

 m\_Resultados = m\_Resultados + "INTENCIDAD FASOR: "+ cad + "\n";

 }

 }

 UpdateData(false);

}

void CMICHAEL5Dlg::OnBorrar()

{

 // TODO: Add your control notification handler code here

}