// 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

}