

Automation part 3

Program examples compiled using Visual C++ 6.0 compiler on Windows XP Pro machine with Service Pack 2. The Excel version is Excel 2003/Office 11. Topics and sub topics for this tutorial are listed below. Don't forget to read Tenouk's small [disclaimer](#). The supplementary notes for this tutorial are [automation](#), [variant](#) and [COlevariant class](#).

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Controlling Microsoft Excel

The MYMFC29D Automation Client Example

So far, you've seen C++ **Automation component programs**. Now you'll see a C++ **Automation client program** that runs all the previous components and also controls Microsoft Excel. The MYMFC29D program was originally generated by AppWizard, but **without any COM options**. It was easier to add the COM code than it would have been to rip out the component-specific code. If you do use AppWizard to build such an Automation controller, add the following line at the end of **StdAfx.h**:

```
#include <afxdisp.h>
```

Then add this call at the beginning of the application's `InitInstance()` function:

```
AfxOleInit();
```

To prepare MYMFC29D, open the mymfc29D project and do the build. Run the application from the debugger, and you'll see a standard SDI application with a menu structure similar to that shown in Figure 1.

If you have built and registered all the previous components (previous program examples), you can test them from MYMFC29D. Notice that the DLL doesn't have to be copied to the `\Winnt\System32` (Windows system) directory because Windows finds it through the Registry. For some components, you'll have to watch the Debug window to verify that the test results are correct. The program is reasonably modular. Menu **commands** and **update command UI** events are mapped to the view class. Each component object has its own C++ controller class and an embedded data member in `mymfc29DView.h`. We'll look at each part separately after we delve into the steps to build MYMFC29D from scratch and type libraries.

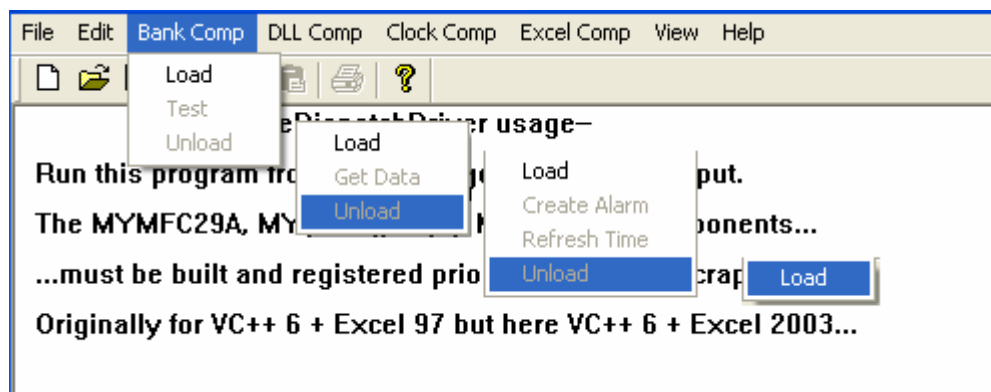


Figure 1: A sample menu structure for a standard SDI application.

The steps for MYMFC29D from scratch

This is SDI application without Automation support at the beginning.

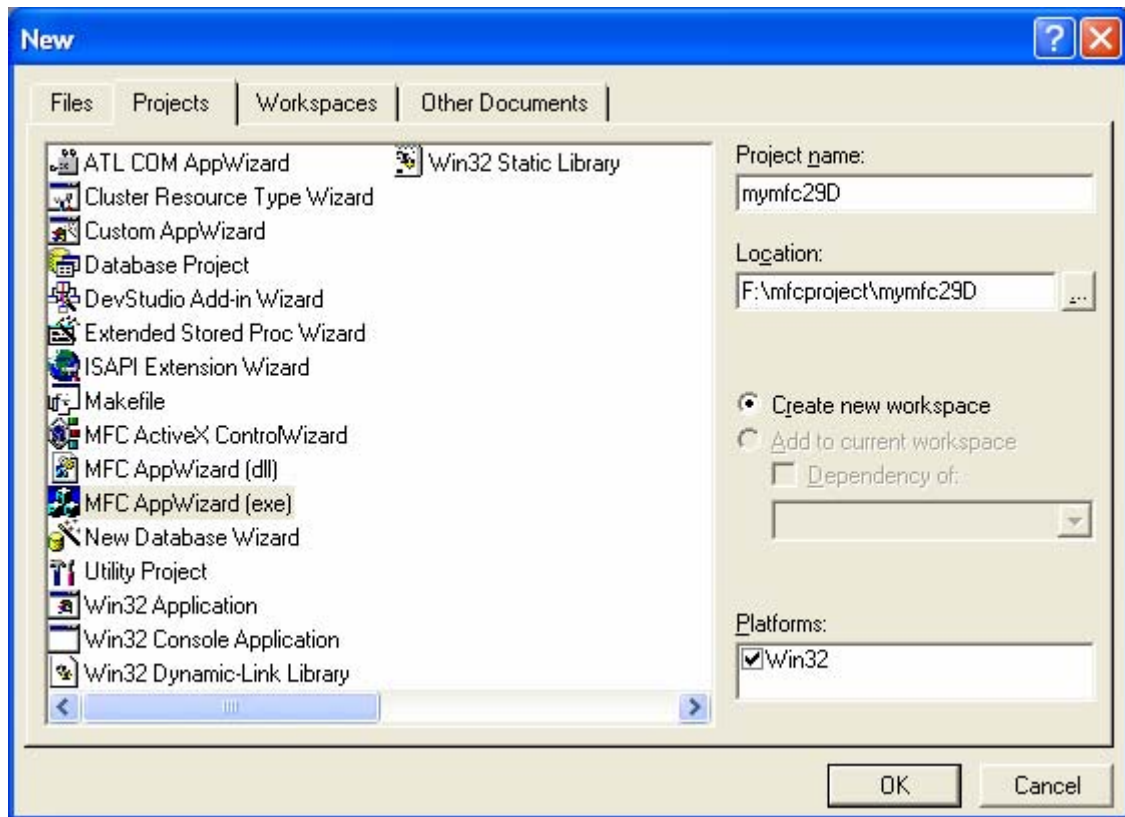


Figure 2: MYMFC29D new Visual C++ project dialog.

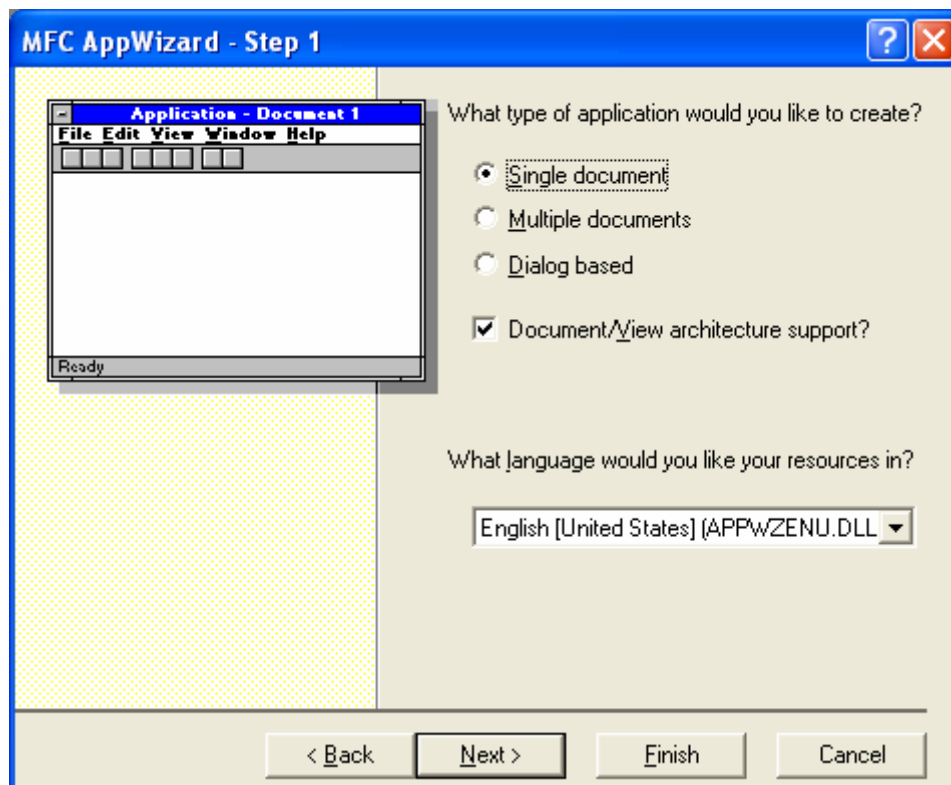


Figure 3: MYMFC29D – AppWizard step 1 of 6, selecting SDI application.

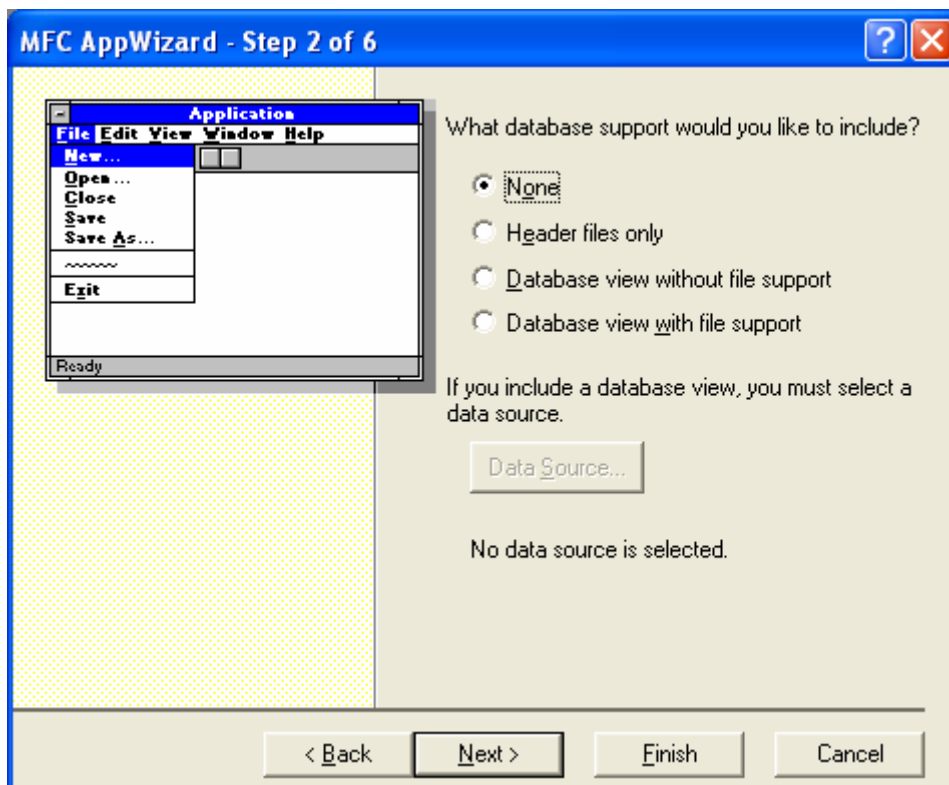


Figure 4: MYMFC29D – AppWizard step 2 of 6.

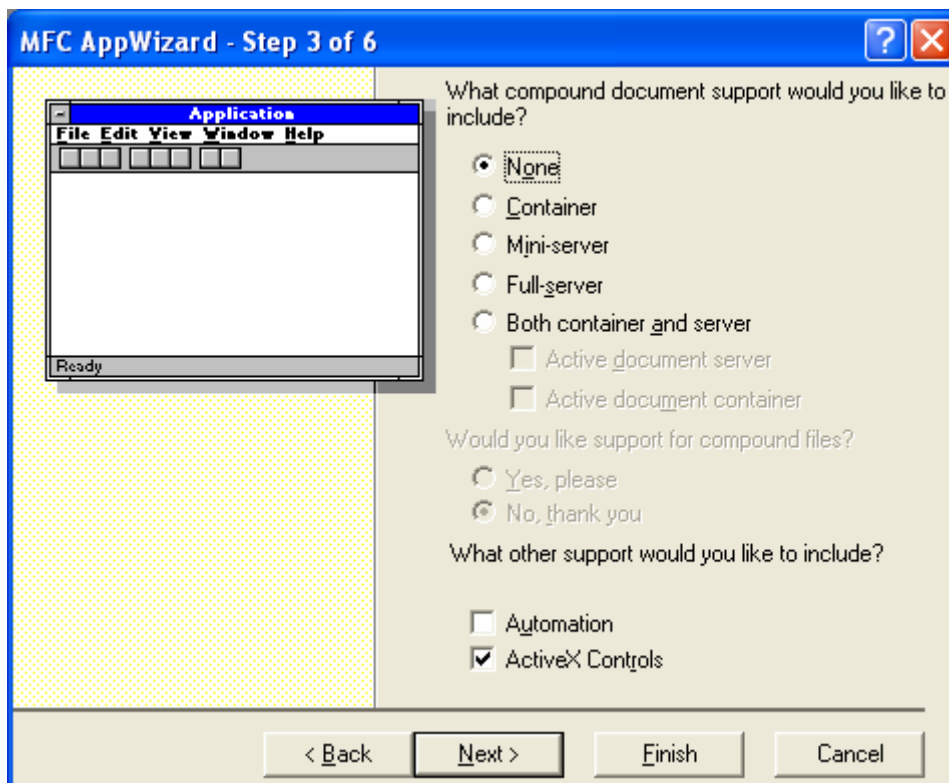


Figure 5: MYMFC29D – AppWizard step 3 of 6, Automation option not selected.

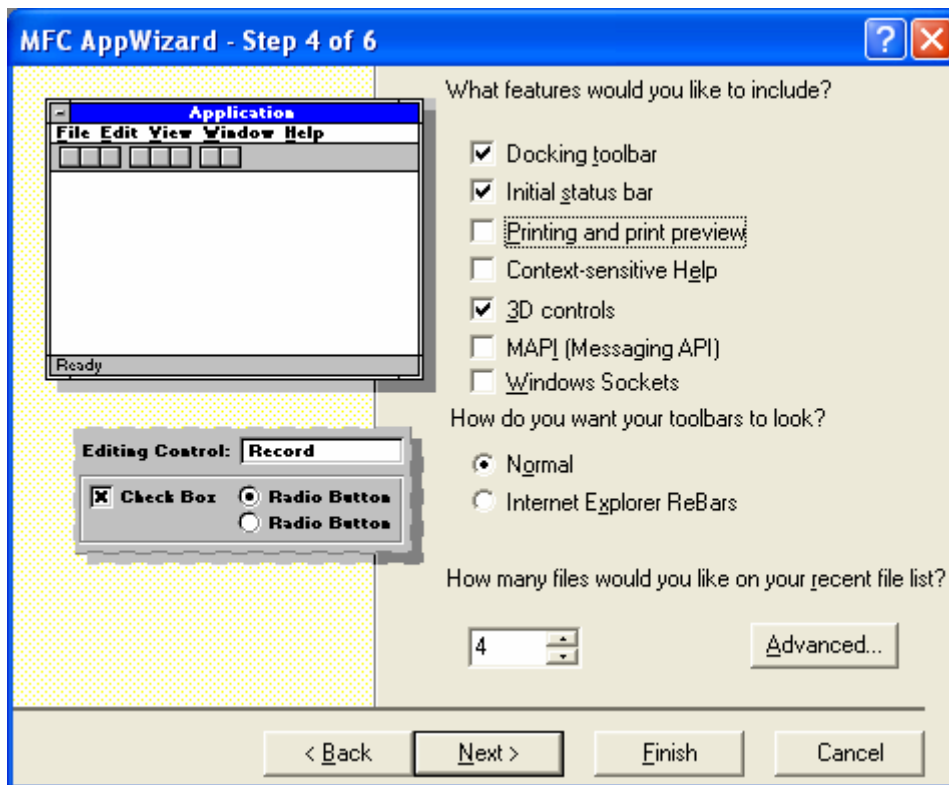


Figure 6: MYMFC29D – AppWizard step 4 of 6, deselect the printing services.

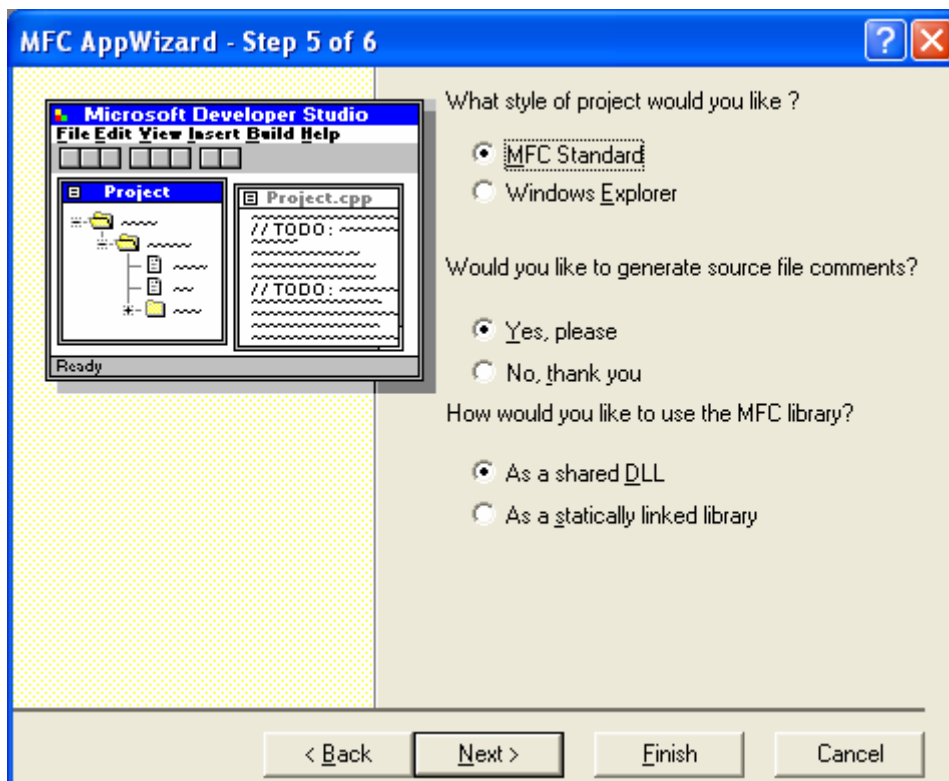


Figure 7: MYMFC29D – AppWizard step 5 of 6.

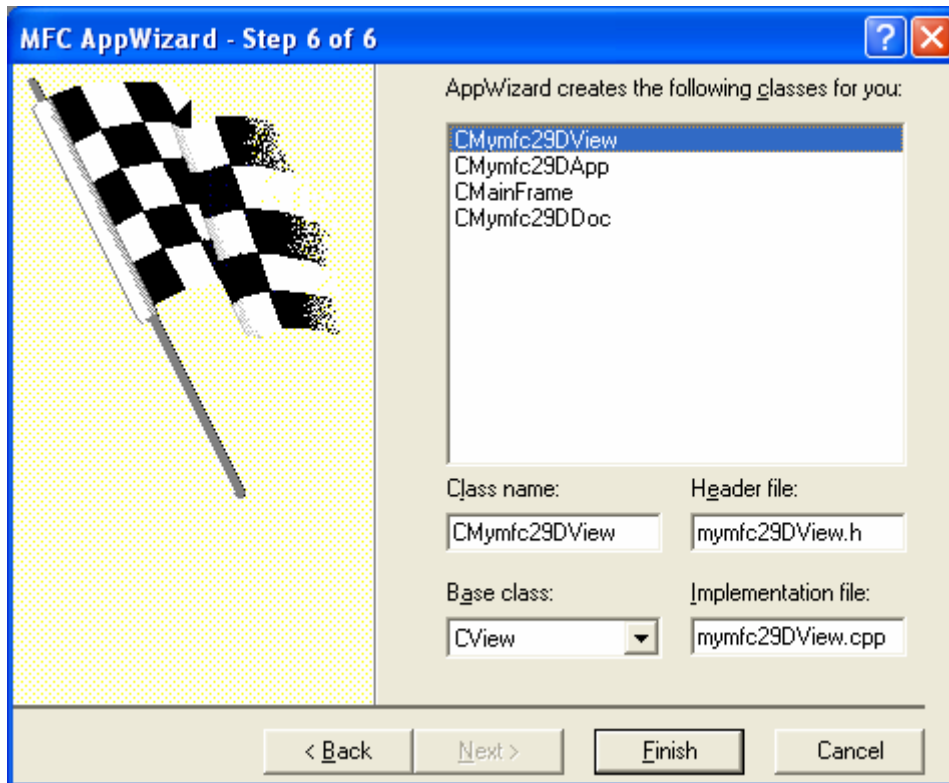


Figure 8: MYMFC29D – AppWizard step 6 of 6.

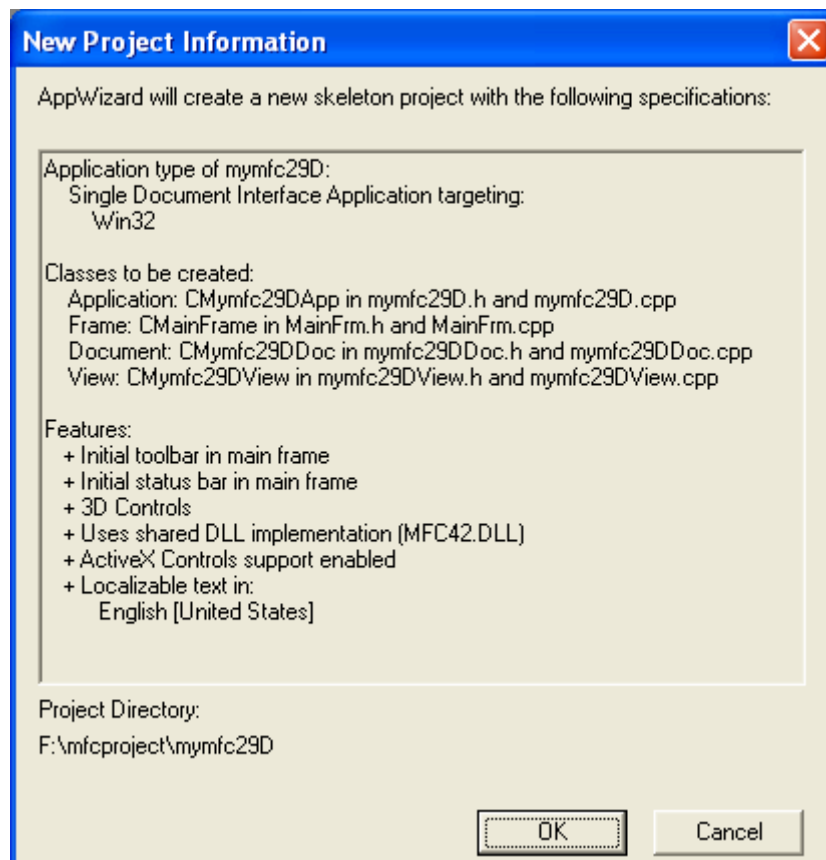


Figure 9: MYMFC29D project summary.

Add menus and their items for **Bank Comp**. Use ResourceView to add new menus and their respective items.

ID	Menu	Prompt
-	Bank Comp	-
ID_BANKOLE_LOAD	Load	Load the bank component, MYMFC29A.EXE
ID_BANKOLE_TEST	Test	Test the bank component
ID_BANKOLE_UNLOAD	Unload	Unload the bank component

Table 1.

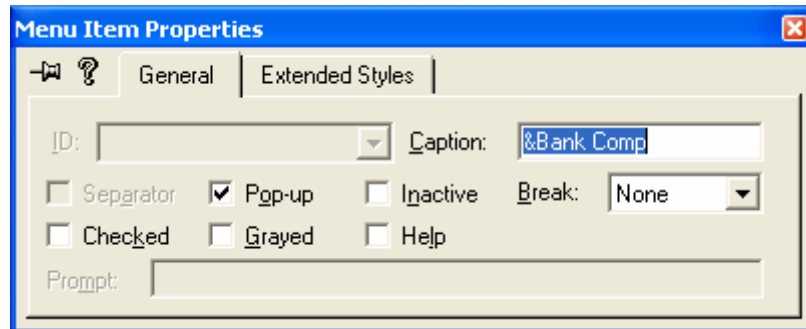


Figure 10: Adding **Bank Comp** menu.

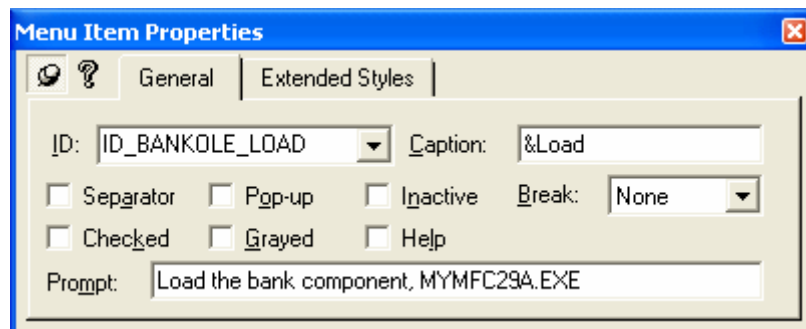


Figure 11: Adding **Load** menu item.

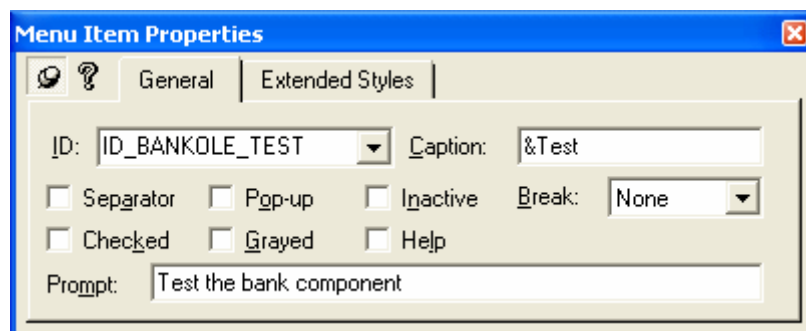


Figure 12: Adding **Test** menu item.

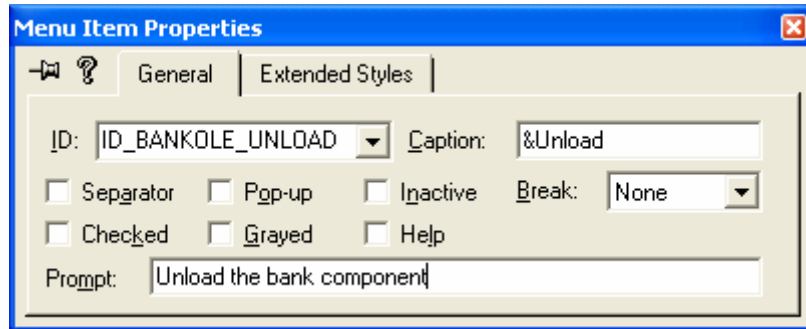


Figure 13: Adding **Unload** menu item.

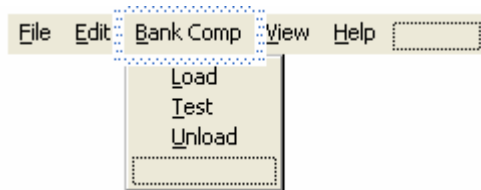


Figure 14: A completed **Bank Comp** menus.

Add menu items for **DLL Comp**.

ID	Menu	Prompt
-	DLL Comp	-
ID_DLLOLE_LOAD	Load	Load the DLL component (MYMFC29B.DLL)
ID_DLLOLE_GETDATA	Get Data	Get data from the DLL component
ID_DLLOLE_UNLOAD	Unload	Unload the DLL component

Table 2.

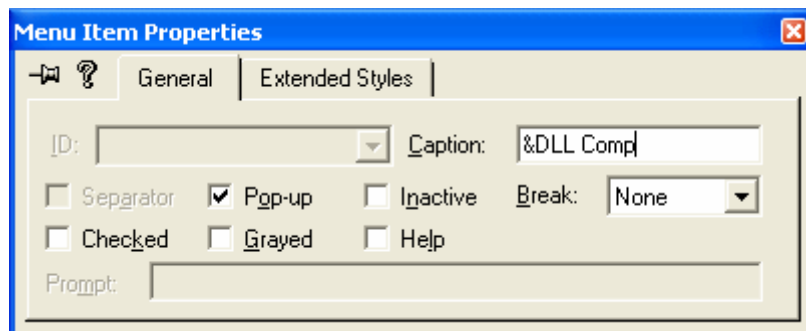


Figure 15: Adding **DLL Comp** menu.

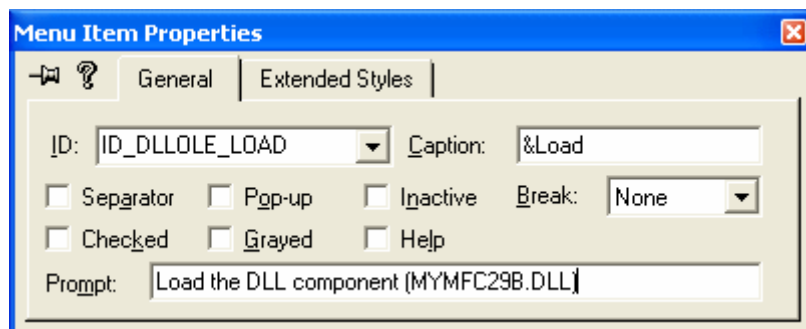


Figure 16: Adding **Load** menu item.

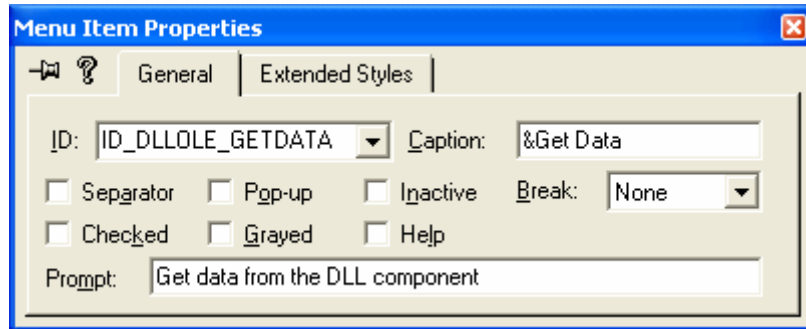


Figure 17: Adding **Get Data** menu item.

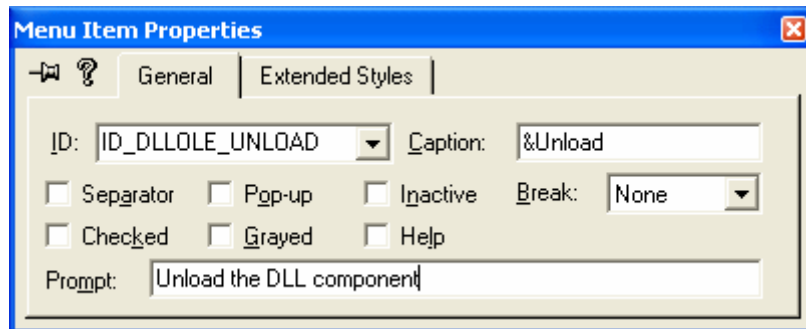


Figure 18: Adding **Unload** menu item.

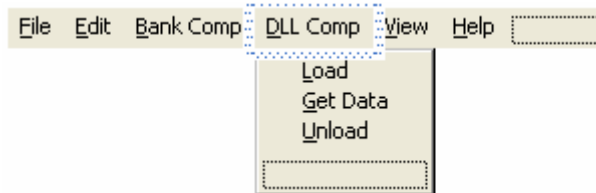


Figure 19: A completed DLL Comp menus.

Add menu items for **Clock Comp**.

ID	Menu	Prompt
-	Clock Comp	-
ID_CLOCKOLE_LOAD	Load	Load the clock component, MYMFC29C.EXE
ID_CLOCKOLE_CREATEALARM	Create Alarm	Create an alarm
ID_CLOCKOLE_REFRESHTIME	Refresh Time	Refresh the time from the system clock
ID_CLOCKOLE_UNLOAD	Unload	Unload the clock component

Table 3.

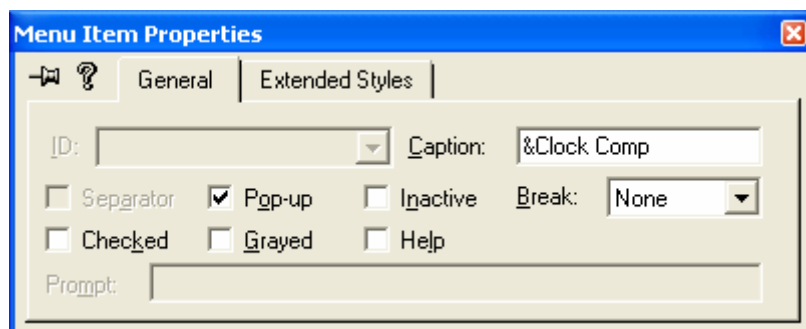


Figure 20: Adding **Clock Comp** menu.

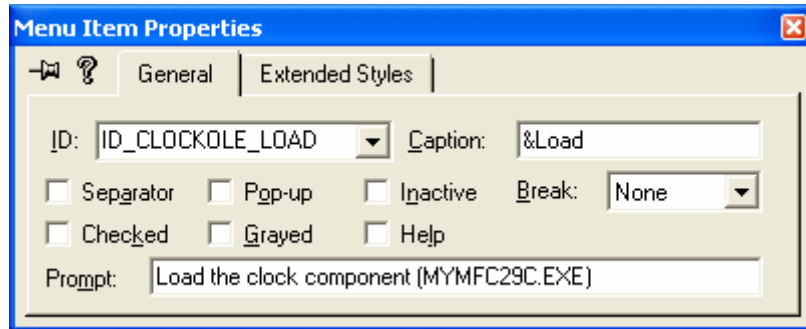


Figure 21: Adding **Load** menu item.

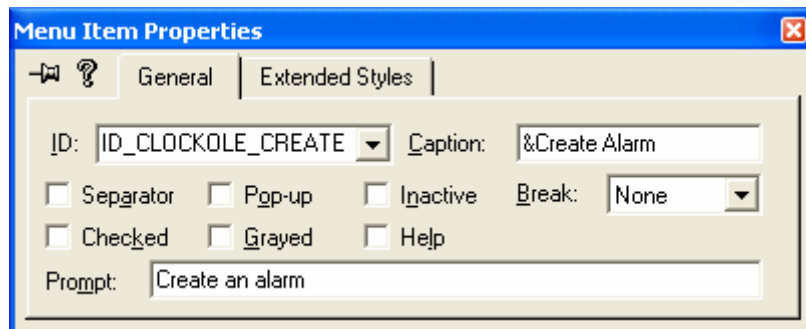


Figure 22: Adding **CreateAlarm** menu item.

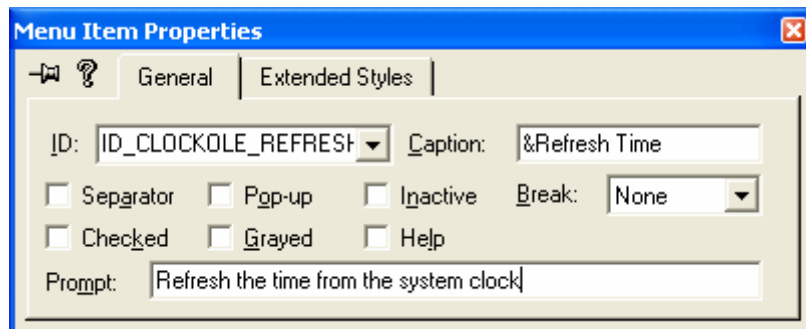


Figure 23: Adding **Refresh Time** menu item.

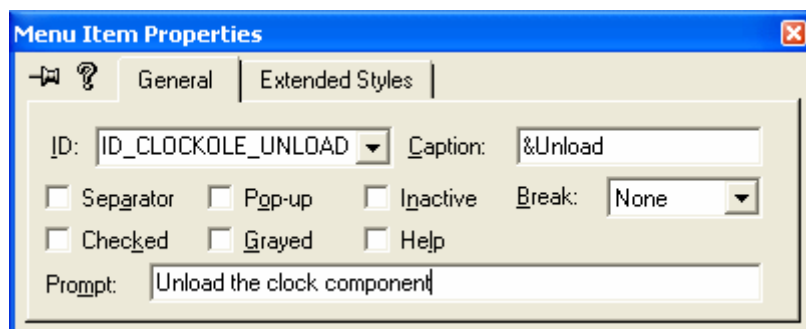


Figure 24: Adding **Unload** menu item.

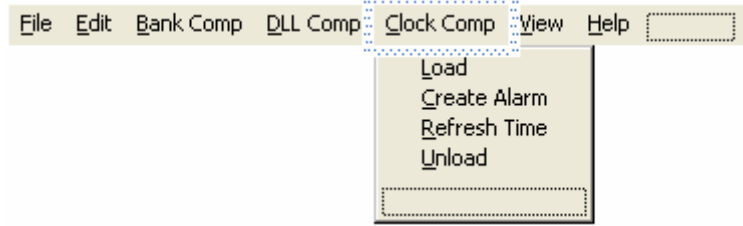


Figure 25: A completed **Clock Comp** menus.

Add menu and the item for **Excel Comp**.

ID	Menu	Prompt
-	Excel Comp	-
ID_EXCELOLE_LOAD	Load	Load Excel or connect to a running process

Table 4.

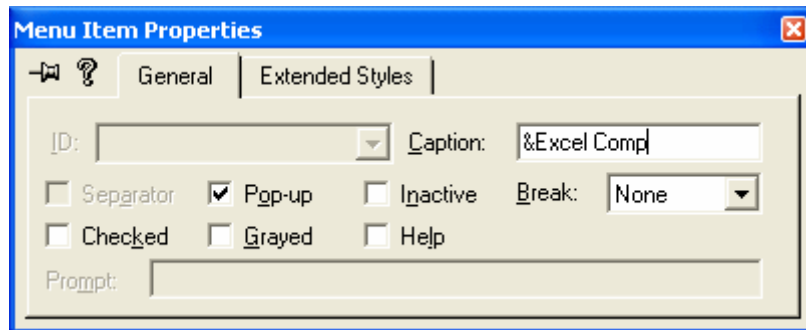


Figure 26: Adding **Excel Comp** menu.

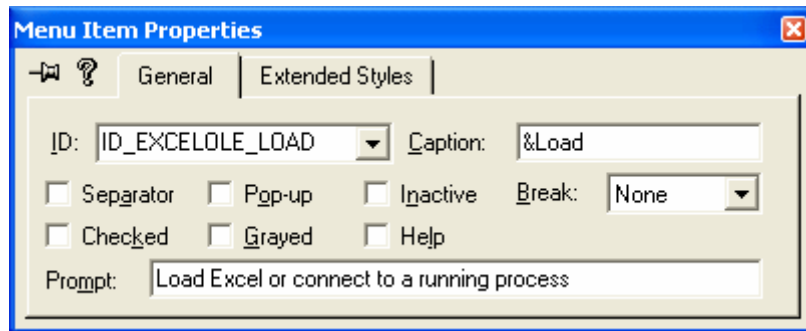


Figure 27: Adding **Load** menu item.

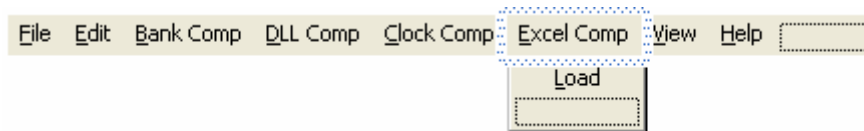


Figure 28: A completed **Excel Comp** menus.

Add a new dialog for the alarm setting. Use ResourceView to add new dialog, use the following information for the dialog and Edit controls. Leave the static texts IDs to the default.

ID	Item
IDD_ALARMDLG	Dialog with Alarm Dialog caption
IDC_HOURS	Hours edit box.
IDC_MINUTES	Minutes edit box.

IDC_SECONDS	Seconds edit box.
-------------	-------------------

Table 6.

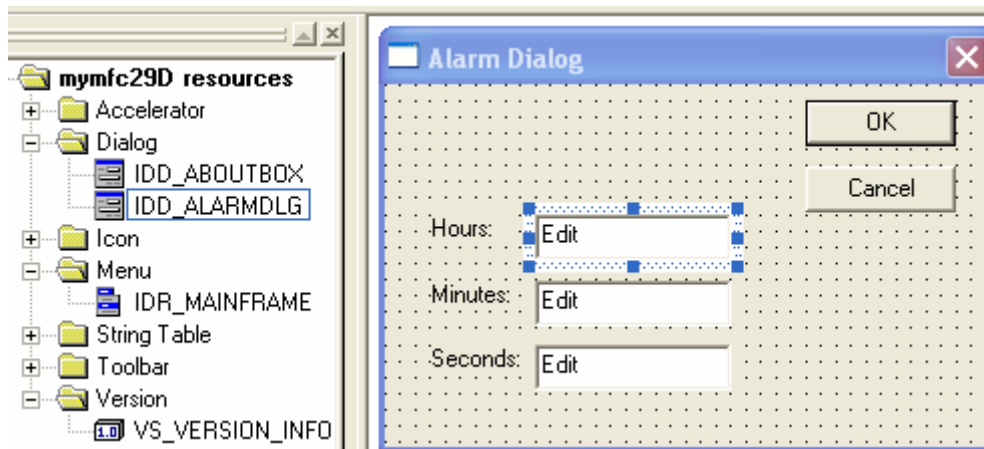


Figure 29: Adding dialog for alarm setting.

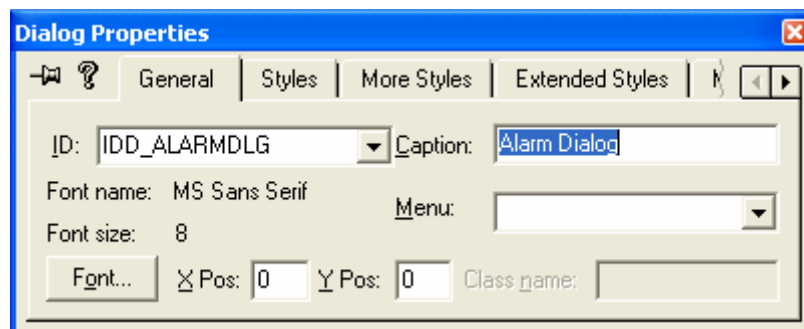


Figure 30: Setting the dialog property.

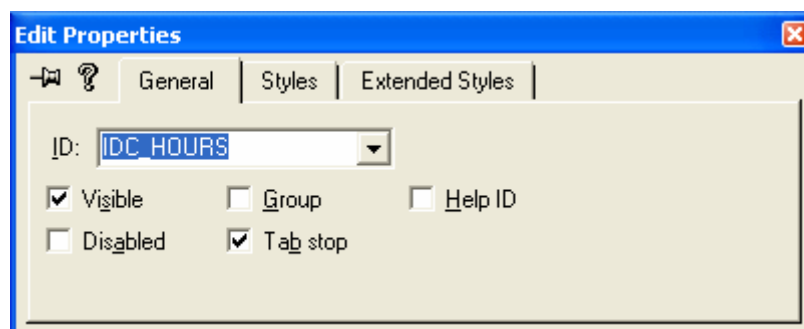


Figure 31: Setting the Hours Edit control property.

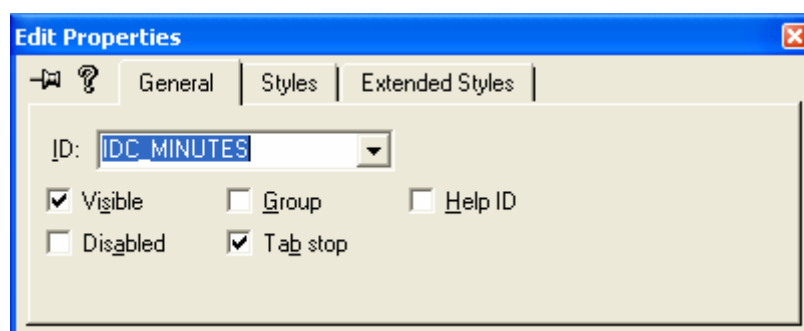


Figure 32: Setting the Minutes Edit control property.

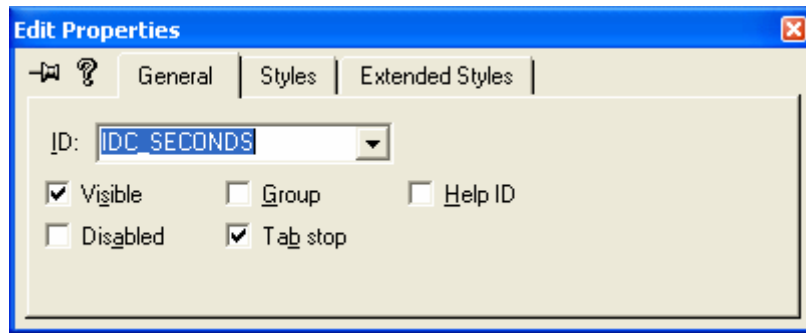


Figure 33: Setting the Seconds Edit control property.

Launch ClassWizard. Click the **OK** button to create a new class.

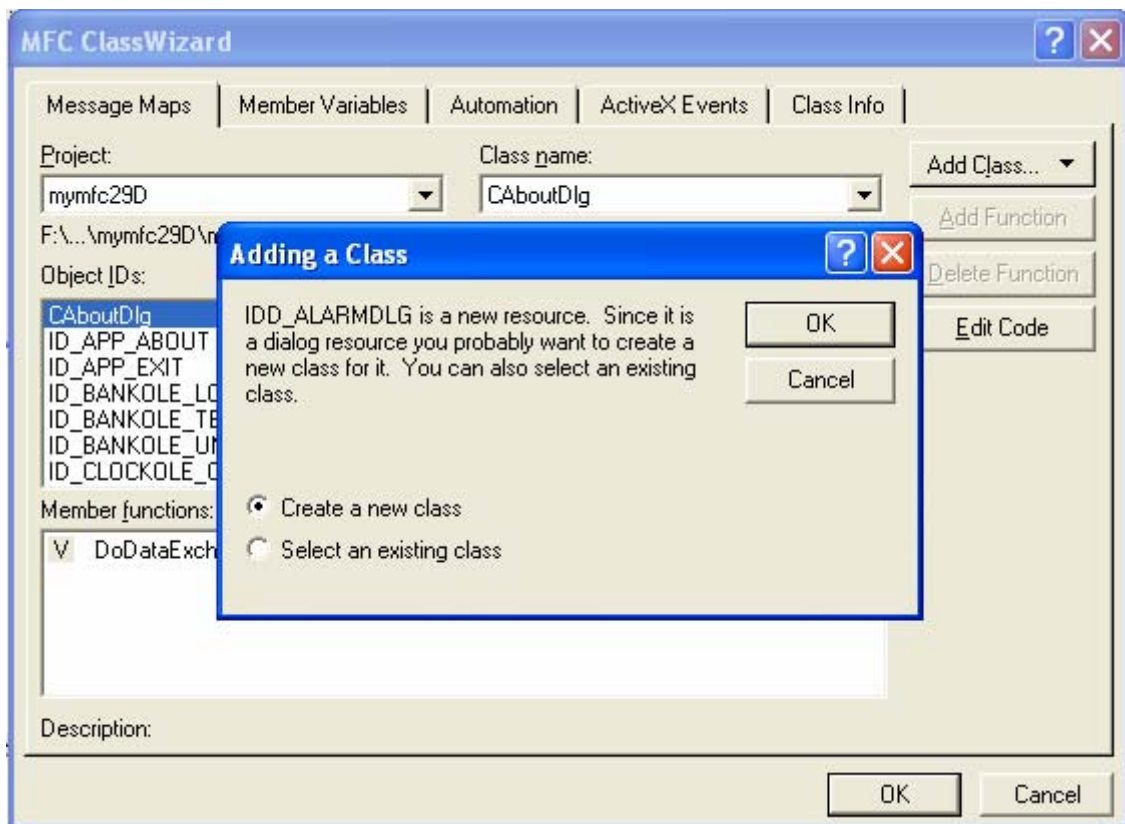


Figure 34: Adding new class, CAlarmDialog for the previously created dialog.

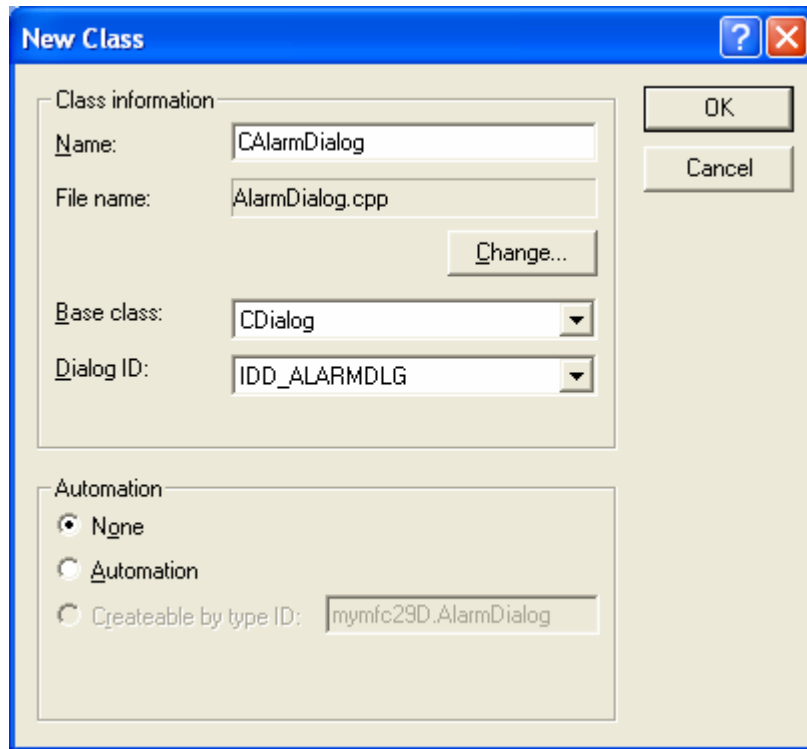


Figure 35: Entering CAlarmDialog class information, without Automation support.

Add member variables and initialize them. Add the following member variables using **Member Variables** page of ClassWizard.

ID	Type	Member name	Min/Max value
IDC_HOURS	int	m_nHours	0/23
IDC_MINUTES	int	m_nMinutes	0/59
IDC_SECONDS	int	m_nSeconds	0/59

Table 7.

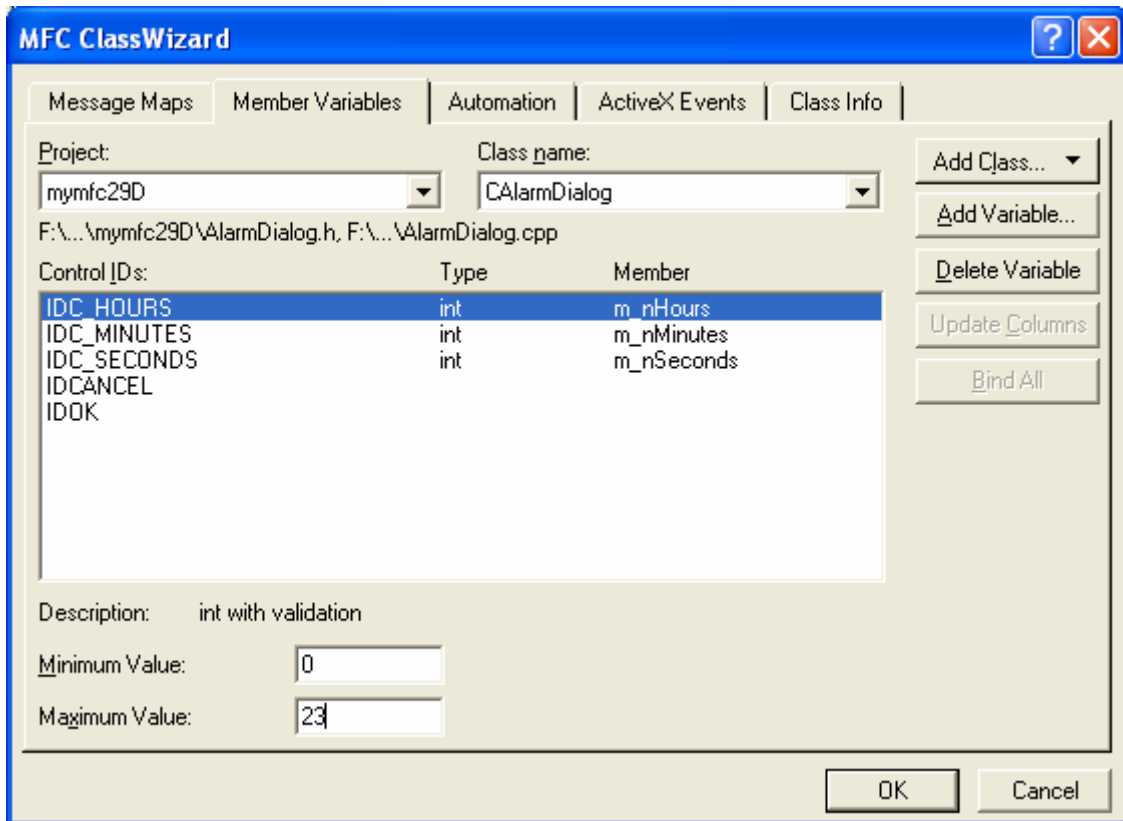


Figure 36: Adding member variables to the controls in CAlarmDialog class.

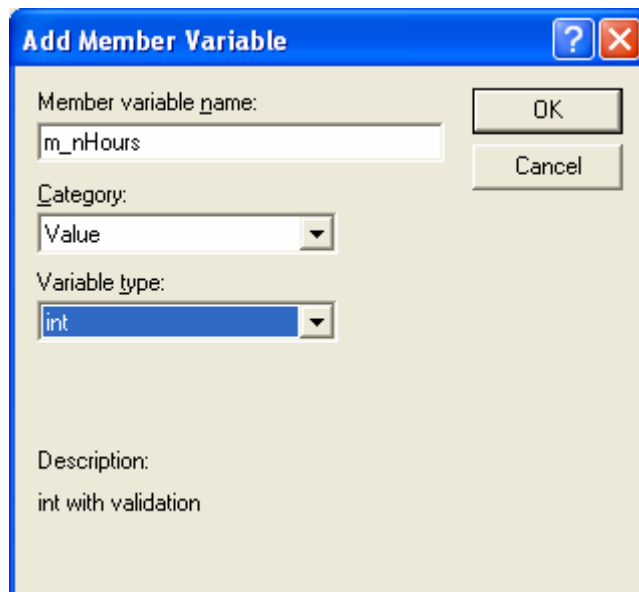


Figure 37: Adding m_nHours member variable to IDC_HOURS Edit control.

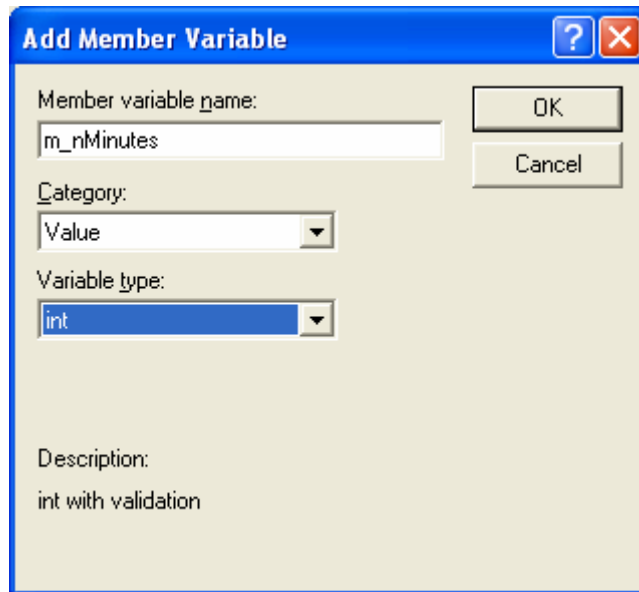


Figure 38: Adding `m_nMinutes` member variable to `IDC_MINUTES` Edit control. Repeat the same step for `IDC_SECONDS`.

Using ClassWizard to generate a driver class from the component project's **TLB** file. Open the ClassWizard and click the **Add Class** button and select the **From a type library** option. Here, we extract and add to project, an already created class from TLB (type library) file of the MYMFC29A project. It is class reusability.

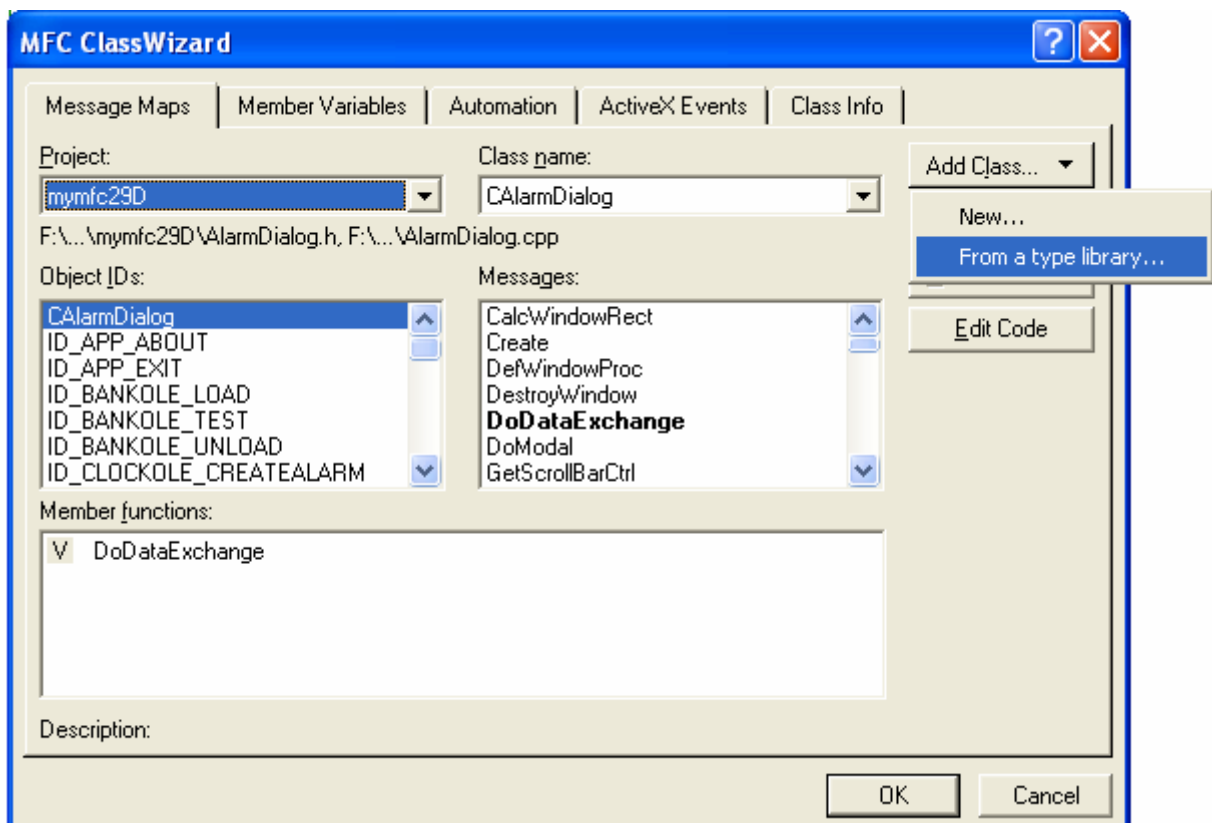


Figure 39: Adding class from TLB file.

Find your **mymfc29A.tlb** file in the Debug directory of the MYMFC29A project directory. Select the file and click the **Open** button.

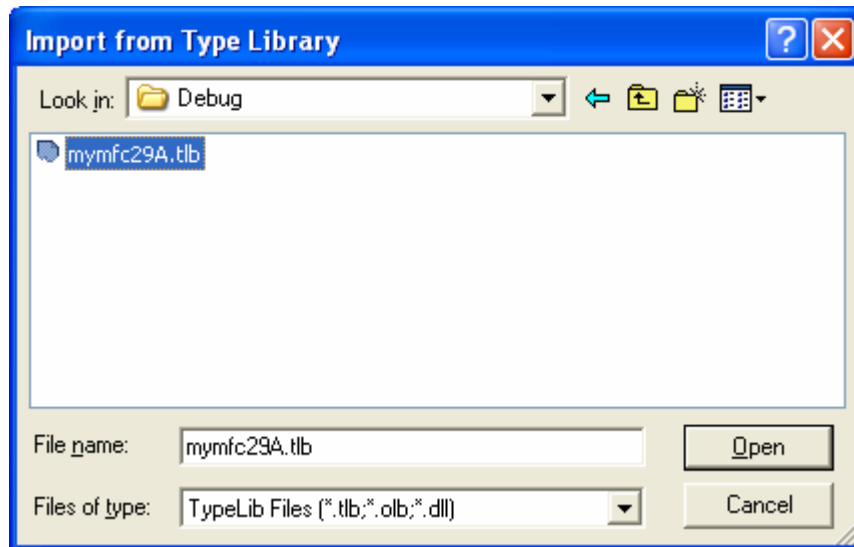


Figure 40: Browsing and selecting MYMFC29A's TLB file.

Change the header and implementation files to **BankDriver.h** and **BankDriver.cpp** respectively and click the **OK** button.

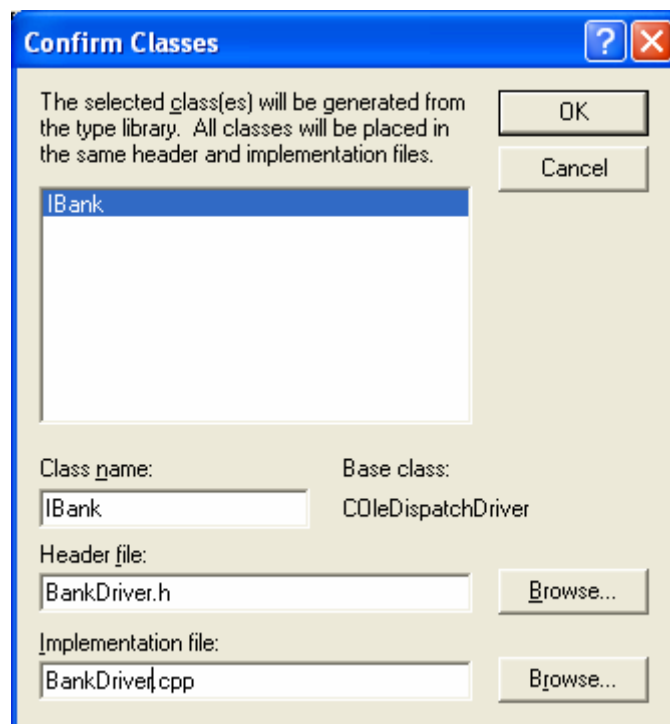


Figure 41: Adding IBank component from MYMFC29A project. At the same time, changing the class header and source file names.

Select the IBank component, the added files and class can be seen through the ClassView and FileView respectively. Repeat the same steps for TLB files of the MYMFC29B and MYMFC29C projects.

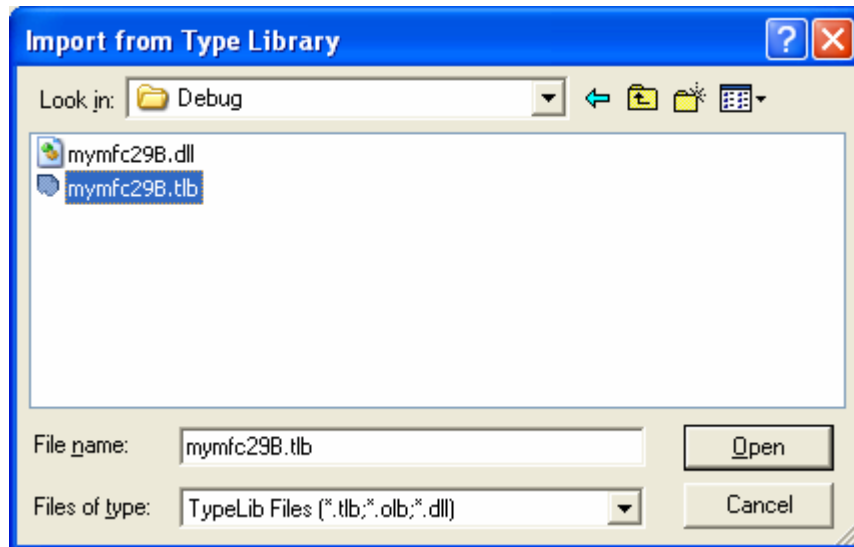


Figure 42: Selecting MYMFC29B's TLB file.

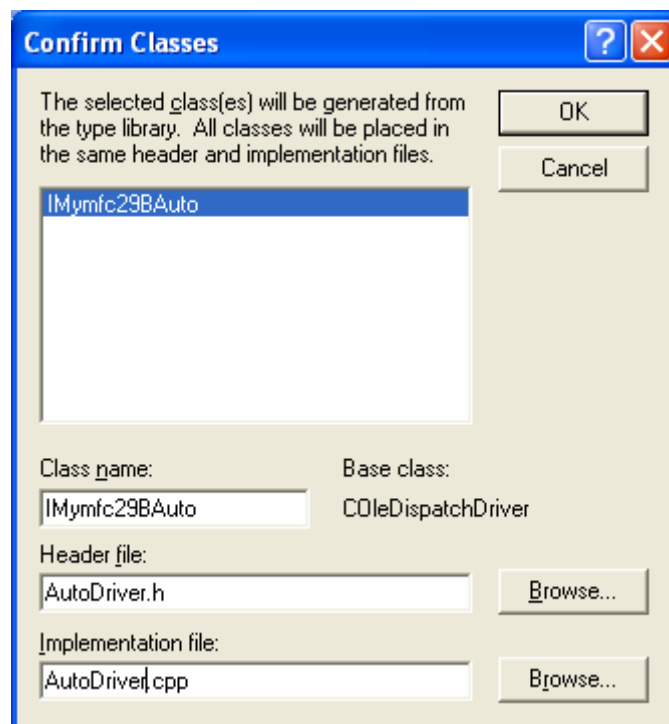


Figure 43: Adding IMymfc29BAuto component to MYMFC29D project.

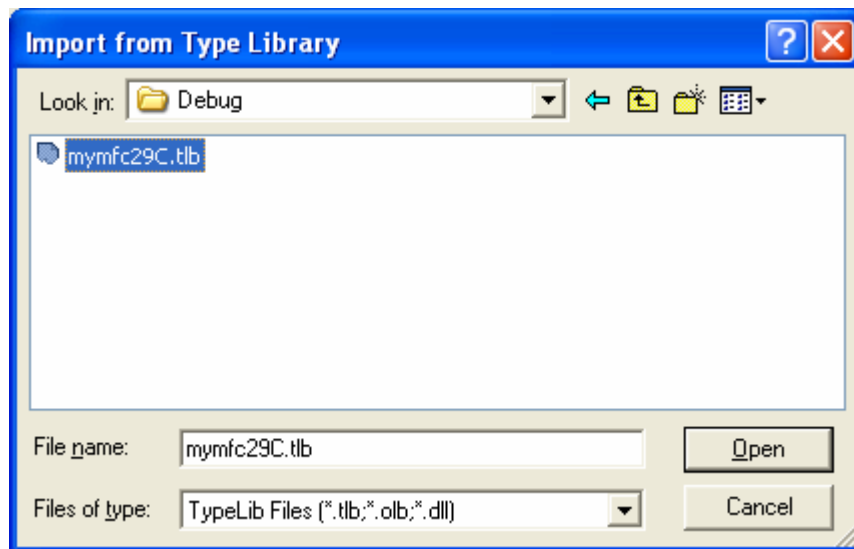


Figure 44: Selecting MYMFC29C's TLB file.

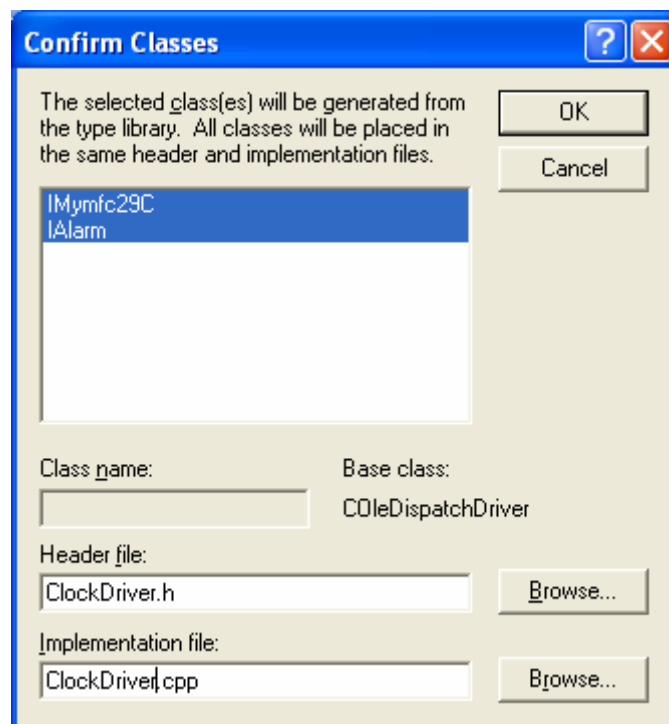


Figure 45: Adding IMymfc29C and IAlarm components to MYMFC29D project.

The Coding Part

Add the automation support manually. Add the following code in **StdAfx.h**.

```
#include <afxdisp.h>

#endif // _AFX_NO_AFXCMN_SUPPORT
#include <afxdisp.h> // Automation support
//{{AFX_INSERT_LOCATION}} ...
```

Listing 1.

Then add this call at the beginning of the application's `InitInstance()` function in `mymfc29D.cpp`.

```
AfxOleInit();

LoadStdProfileSettings();

AfxOleInit();

// Register the applicatic
// serve as the connectic
```

Listing 2.

Add classes from Excel type library. Again, add classes from Excel's type library.

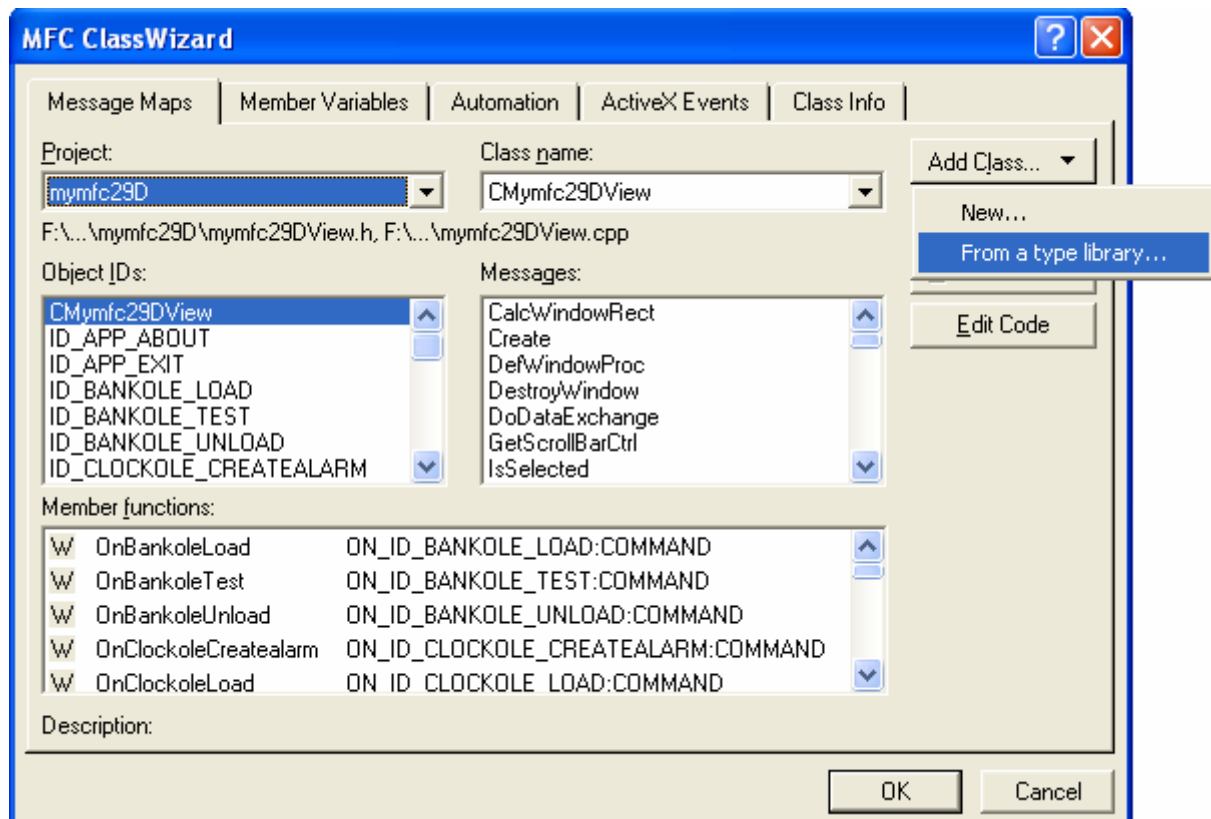


Figure 46: Adding new classes from type library.

For Tenouk's Office 2003 English version (Office 11) the OLB/TLB file is `excel.exe`. From the previous steps, we can see that the type library file extensions may be `.TLB`, `.OLB`, `.DLL` or `.EXE`.

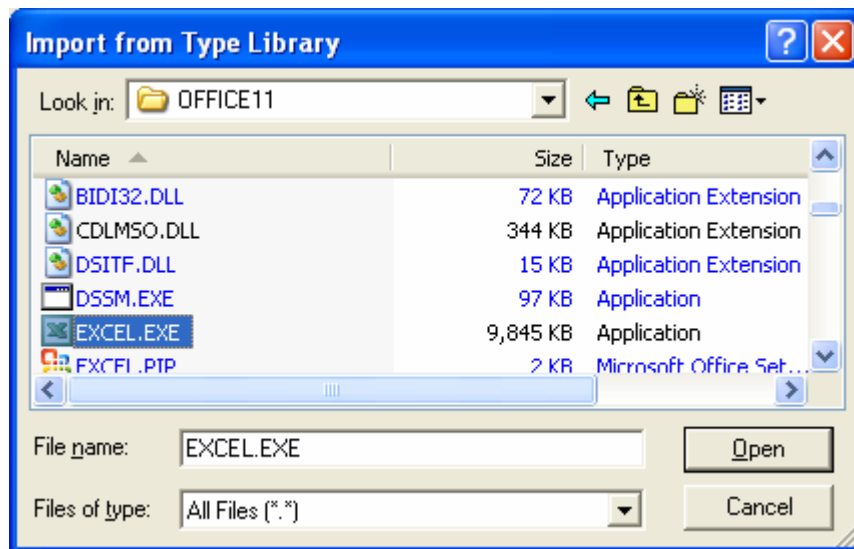


Figure 47: Selecting the Excel type library file. Take note that it is Excel executable file.

Some Notes

Once you have added the classes from a type library to your project, you will notice that many classes have been added to the project. In ClassView, you can double-click a class to see the member functions of that class and then double-click the member function to view the definition of that function in the Excel.cpp implementation file. You need to go to the definition of a member function if you wish to verify a return type or if you need to change a function's implementation. Any time you change a function definition, remember to change the declaration in the **Excel8.h** file. When doing so, be sure that you change the correct function declaration; sometimes, the same name is given to member functions of multiple classes, `GetApplication()` is one such example. Although the steps above illustrate how to automate Microsoft Excel, you can apply the same ideas to automating other applications. The list below contains the file names for the type libraries of the Microsoft Office applications:

Application	Type Library
Microsoft Access 97	Msacc8.olb
Microsoft Jet Database 3.5	DAO350.dll
Microsoft Binder 97	Msbdr8.olb
Microsoft Excel 97	Excel8.olb
Microsoft Graph 97	Graph8.olb
Microsoft Office 97	Mso97.dll
Microsoft Outlook 97	Msout197.olb
Microsoft PowerPoint 97	Msppt8.olb
Microsoft Word 97	Msword8.olb
Microsoft Access 2000	Msacc9.olb
Microsoft Jet Database 3.51	DAO360.dll
Microsoft Binder 2000	Msbdr9.olb
Microsoft Excel 2000	Excel9.olb
Microsoft Graph 2000	Graph9.olb
Microsoft Office 2000	Mso9.dll
Microsoft Outlook 2000	Msout19.olb
Microsoft PowerPoint 2000	Msppt9.olb
Microsoft Word 2000	Msword9.olb
Microsoft Access 2002	Msacc.olb
Microsoft Excel 2002	Excel.exe
Microsoft Graph 2002	Graph.exe
Microsoft Office 2002	MSO.dll

Microsoft Outlook 2002	MSOutl.olb
Microsoft PowerPoint 2002	MSPpt.olb
Microsoft Word 2002	MSWord.olb
Microsoft Office Access 2003	Msacc.olb
Microsoft Office Excel 2003	Excel.exe
Microsoft Graph 2003	Graph.exe
Microsoft Office 2003	MSO.dll
Microsoft Office Outlook 2003	MSOutl.olb
Microsoft Office PowerPoint 2003	MSPpt.olb
Microsoft Office Word 2003	MSWord.olb

Table 8.

The default location for these type libraries is **C:\Program Files\Microsoft Office\Office** for Office 2002 the path is **C:\...\Office10** and for Office 2003 the path is **C:\...\Office11**, except for **Dao350.dll** or **Dao360.dll**, and Microsoft Office 10(**MSO.dll**). The default location for **Dao350.dll/Dao360.dll** is **C:\Program Files\Common Files\Microsoft Shared\Dao**. The default location for **MSO.dll** is **C:\Program Files\Common Files\Microsoft Shared\Office10** for Office 2002 and **C:\Program Files\Common Files\Microsoft Shared\Office11** for Office 2003.

Select the following classes by holding down the **Ctrl** button while selecting the classes with your mouse click. It seems that different versions having slightly different class names and similar class name may have different functionalities for different versions.

Class
_Application
_Workbook
Workbooks
_Worksheet
Worksheets
Range

Table 9.

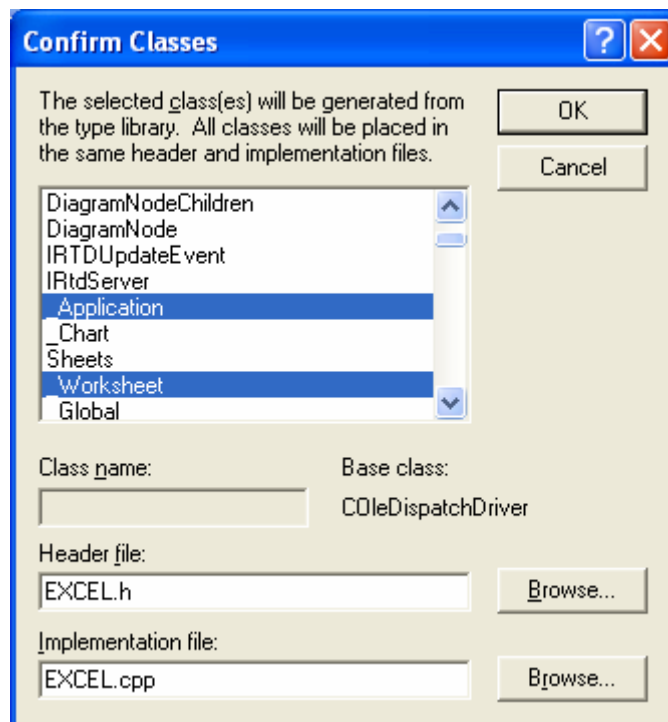


Figure 48: Selecting classes from Excel 2003 type library.

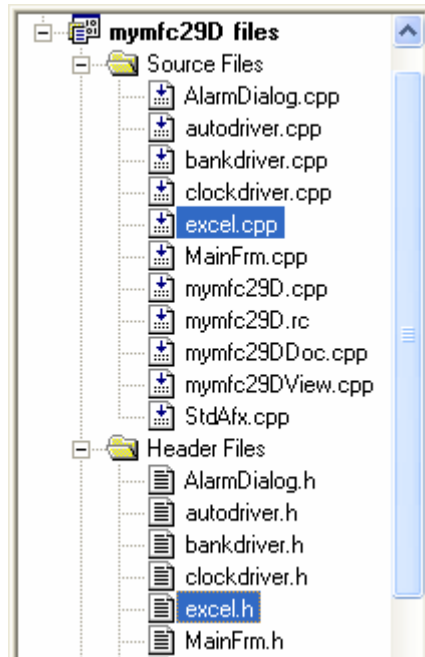


Figure 49: The added header and source files seen through FileView.

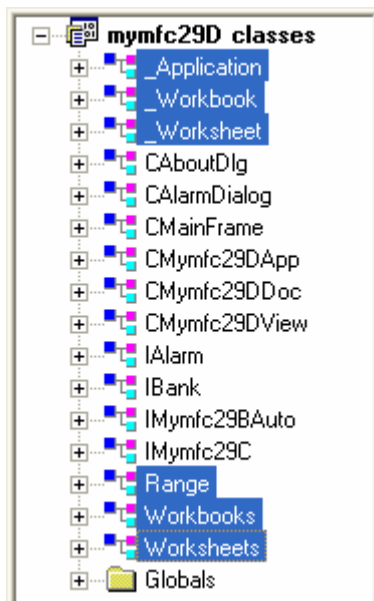


Figure 50: The added classes seen through ClassView.

Next, Using ClassWizard, add the menu **commands** and **update command UI** events as listed in the following Table to the `CMymfc29DView` class for all the menu items created previously.

ID
ID_BANKOLE_LOAD
ID_BANKOLE_TEST
ID_BANKOLE_UNLOAD
ID_DLLOLE_LOAD
ID_DLLOLE_GETDATA
ID_DLLOLE_UNLOAD
ID_CLOCKOLE_LOAD

ID_CLOCKOLE_CREATEALARM
ID_CLOCKOLE_REFRESHTIME
ID_CLOCKOLE_UNLOAD
ID_EXCELOLE_LOAD

Table 10.

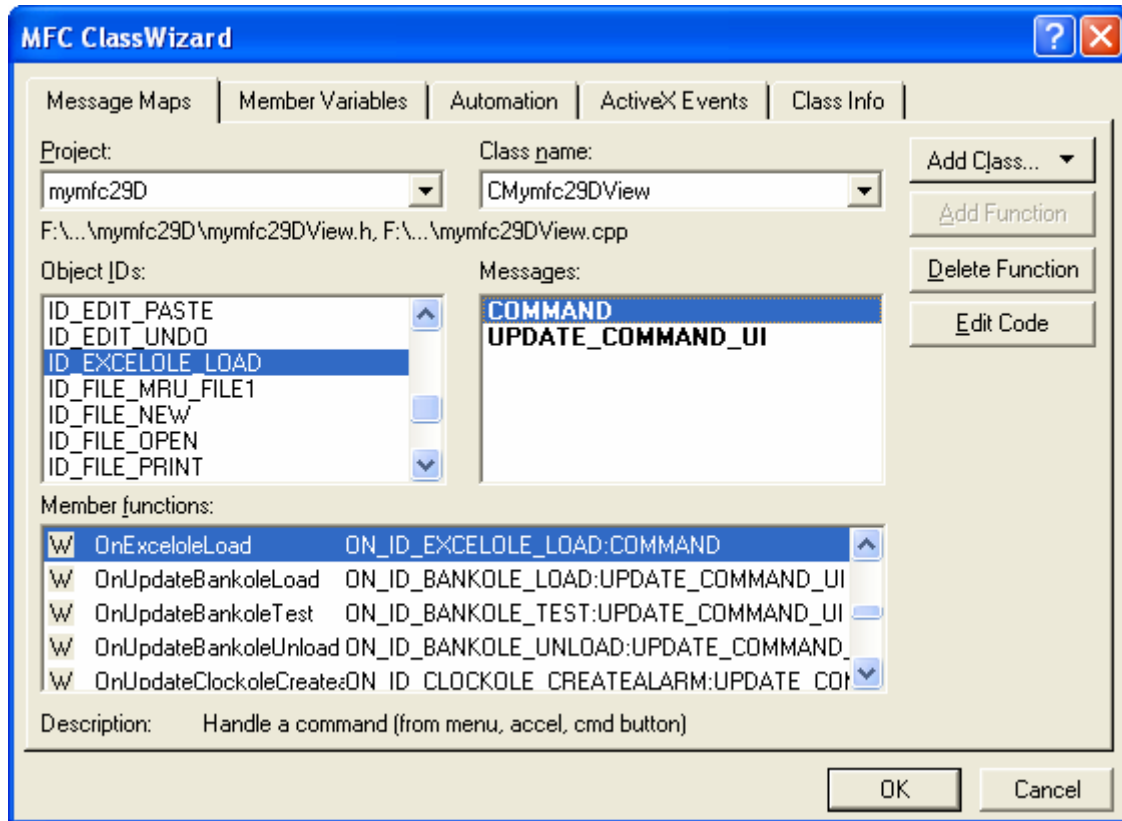


Figure 51: Adding Commands and Update Commands to CMymfc29DView class.

Add the following `#include` statements in **mymfc29DView.h**.

```
#include "autodriver.h"
#include "bankdriver.h"
#include "clockdriver.h"
#include "excel.h"

#include "AlarmDialog.h"

#ifdef _MSC_VER > 1000
#pragma once
#endif // _MSC_VER > 1000

#include "autodriver.h"
#include "bankdriver.h"
#include "clockdriver.h"
#include "excel.h"

#include "AlarmDialog.h"

class CMymfc29DView : public CView
```

Listing 3.

Then, add the following member variables also in the **mymfc29Dview.h**.

```

private:

    IAlarm m_alarm;
    IMyfmc29BAuto m_auto;
    IBank m_bank;
    IMyfmc29C m_clock;

    _Application m_app;
    Range        m_range[5];
    _Worksheet   m_worksheet;
    Workbooks    m_workbooks;
    Worksheets   m_worksheets;

class CMymfc29DView : public CView
{
private:

    IAlarm m_alarm;
    IMyfmc29BAuto m_auto;
    IBank m_bank;
    IMyfmc29C m_clock;

    _Application m_app;
    Range        m_range[5];
    _Worksheet   m_worksheet;
    Workbooks    m_workbooks;
    Worksheets   m_worksheets;

```

Listing 4.

Add/edit code for `CMymfc29DView::OnDraw()` member function in **mymfc29DView.cpp**.

```

void CMymfc29DView::OnDraw(CDC* pDC)
{
    CMymfc29DDoc* pDoc = GetDocument();
    ASSERT_VALID(pDoc);
    pDC->TextOut(100, 0, "--COleDispatchDriver usage--");
    pDC->TextOut(10, 25, "Run this program from the debugger to see test
output.");
    pDC->TextOut(10, 50, "The MYMFC29A, MYMFC29B and MYMFC29C
components...");
    pDC->TextOut(10, 75, "...must be built and registered prior to loading
this crap...");
    pDC->TextOut(10, 100, "Originally for VC++ 6 + Excel 97 but here VC++ 6 +
Excel 2003...");
}

// CMymfc29DView drawing

void CMymfc29DView::OnDraw(CDC* pDC)
{
    CMymfc29DDoc* pDoc = GetDocument();
    ASSERT_VALID(pDoc);
    pDC->TextOut(100, 0, "--COleDispatchDriver usage--");
    pDC->TextOut(10, 25, "Run this program from the debugger to see test output.");
    pDC->TextOut(10, 50, "The MYMFC29A, MYMFC29B and MYMFC29C components...");
    pDC->TextOut(10, 75, "...must be built and registered prior to loading this crap...");
    pDC->TextOut(10, 100, "Originally for VC++ 6 + Excel 97 but here VC++ 6 + Excel 200

```

Listing 5.

Finally, add codes for the **commands** and **update command UI** events of the CMymfc29DView class.

```
void CMymfc29DView::OnBankoleLoad()
{
    // TODO: Add your command handler code here
    if(!m_bank.CreateDispatch("mymfc29A.Bank"))
    {
        AfxMessageBox("mymfc29A.Bank component not found");
        return;
    }
    else
        AfxMessageBox("mymfc29A.Bank component found lol!");
    /* works for an EXE component only if the interface is registered
       and the IID IID_IBank must match with your mymfc29A project.
       You can find this IID number by checking the MYMFC29A ODL file...
       // {923011E3-CBEB-11CE-B337-88EA36DE9E4E}
    static const IID IID_IBank =
    { 0x923011e3, 0xcbeb, 0x11ce, { 0xb3, 0x37, 0x88, 0xea,
        0x36, 0xde, 0x9e, 0x4e } };
    LPDISPATCH p;
    HRESULT hr = m_bank.m_lpDispatch->QueryInterface(IID_IBank, (void**) &p);
    TRACE("OnBankoleLoad -- QueryInterface result = %x\n", hr);
    */
}

void CMymfc29DView::OnUpdateBankoleLoad(CCmdUI* pCmdUI)
{
    // TODO: Add your command update UI handler code here
    pCmdUI->Enable(m_bank.m_lpDispatch == NULL);
}

// CMymfc29DView message handlers
void CMymfc29DView::OnBankoleLoad()
{
    // TODO: Add your command handler code here
    if(!m_bank.CreateDispatch("mymfc29A.Bank"))
    {
        AfxMessageBox("mymfc29A.Bank component not found");
        return;
    }
    else
        AfxMessageBox("mymfc29A.Bank component found lol!");
    /* works for an EXE component only if the interface is registered
       and the IID IID_IBank must match with your mymfc29A project.
       You can find this IID number by checking the MYMFC29A ODL file...
       // {923011E3-CBEB-11CE-B337-88EA36DE9E4E}
    static const IID IID_IBank =
    { 0x923011e3, 0xcbeb, 0x11ce, { 0xb3, 0x37, 0x88, 0xea,
        0x36, 0xde, 0x9e, 0x4e } };
    LPDISPATCH p;
    HRESULT hr = m_bank.m_lpDispatch->QueryInterface(IID_IBank, (void**) &p);
    TRACE("OnBankoleLoad -- QueryInterface result = %x\n", hr);
    */
}

void CMymfc29DView::OnUpdateBankoleLoad(CCmdUI* pCmdUI)
{
    // TODO: Add your command update UI handler code here
    pCmdUI->Enable(m_bank.m_lpDispatch == NULL);
}
```

Listing 6.

```
void CMymfc29DView::OnBankoleTest()
```

```

{
    // TODO: Add your command handler code here
    m_bank.Deposit(20.0);
    m_bank.Withdrawal(15.0);
    TRACE("new balance = %f\n", m_bank.GetBalance());
}

void CMymfc29DView::OnUpdateBankoleTest(CCmdUI* pCmdUI)
{
    // TODO: Add your command update UI handler code here
    pCmdUI->Enable(m_bank.m_lpDispatch != NULL);
}

void CMymfc29DView::OnBankoleUnload()
{
    // TODO: Add your command handler code here
    m_bank.ReleaseDispatch();
}

void CMymfc29DView::OnUpdateBankoleUnload(CCmdUI* pCmdUI)
{
    // TODO: Add your command update UI handler code here
    pCmdUI->Enable(m_bank.m_lpDispatch != NULL);
}

void CMymfc29DView::OnBankoleTest()
{
    // TODO: Add your command handler code here
    m_bank.Deposit(20.0);
    m_bank.Withdrawal(15.0);
    TRACE("new balance = %f\n", m_bank.GetBalance());
}

void CMymfc29DView::OnUpdateBankoleTest(CCmdUI* pCmdUI)
{
    // TODO: Add your command update UI handler code here
    pCmdUI->Enable(m_bank.m_lpDispatch != NULL);
}

void CMymfc29DView::OnBankoleUnload()
{
    // TODO: Add your command handler code here
    m_bank.ReleaseDispatch();
}

void CMymfc29DView::OnUpdateBankoleUnload(CCmdUI* pCmdUI)
{
    // TODO: Add your command update UI handler code here
    pCmdUI->Enable(m_bank.m_lpDispatch != NULL);
}

```

Listing 7.

```

void CMymfc29DView::OnClockoleCreatealarm()
{
    // TODO: Add your command handler code here
    CAlarmDialog dlg;
    if (dlg.DoModal() == IDOK)
    {
        COleDateTime dt(2005, 12, 23, dlg.m_nHours, dlg.m_nMinutes,
            dlg.m_nSeconds);
        LPDISPATCH pAlarm = m_clock.CreateAlarm(dt);
        m_alarm.AttachDispatch(pAlarm); // releases prior object!
        m_clock.RefreshWin();
    }
}

```

```

    }
}

void CMymfc29DView::OnUpdateClockoleCreatealarm(CCmdUI* pCmdUI)
{
    // TODO: Add your command update UI handler code here
    pCmdUI->Enable(m_clock.m_lpDispatch != NULL);
}

void CMymfc29DView::OnClockoleLoad()
{
    // TODO: Add your command handler code here
    if(!m_clock.CreateDispatch("mymfc29C.Document"))
    {
        AfxMessageBox("mymfc29C.Document component not found");
        return;
    }
    m_clock.SetFigure(0, COleVariant("XII"));
    m_clock.SetFigure(1, COleVariant("III"));
    m_clock.SetFigure(2, COleVariant("VI"));
    m_clock.SetFigure(3, COleVariant("IX"));
    OnClockoleRefreshTime();
    m_clock.ShowWin();
}

void CMymfc29DView::OnUpdateClockoleLoad(CCmdUI* pCmdUI)
{
    // TODO: Add your command update UI handler code here
    pCmdUI->Enable(m_clock.m_lpDispatch == NULL);
}

```

```

void CMymfc29DView::OnClockoleCreatealarm()
{
    // TODO: Add your command handler code here
    CAlarmDialog dlg;
    if (dlg.DoModal() == IDOK)
    {
        COleDateTime dt(2005, 12, 23, dlg.m_nHours, dlg.m_nMinutes,
            dlg.m_nSeconds);
        LPDISPATCH pAlarm = m_clock.CreateAlarm(dt);
        m_alarm.AttachDispatch(pAlarm); // releases prior object!
        m_clock.RefreshWin();
    }
}

void CMymfc29DView::OnUpdateClockoleCreatealarm(CCmdUI* pCmdUI)
{
    // TODO: Add your command update UI handler code here
    pCmdUI->Enable(m_clock.m_lpDispatch != NULL);
}

void CMymfc29DView::OnClockoleLoad()
{
    // TODO: Add your command handler code here
    if (!m_clock.CreateDispatch("mymfc29C.Document"))
    {
        AfxMessageBox("mymfc29C.Document component not found");
        return;
    }
    m_clock.SetFigure(0, COleVariant("XII"));
    m_clock.SetFigure(1, COleVariant("III"));
    m_clock.SetFigure(2, COleVariant("VI"));
    m_clock.SetFigure(3, COleVariant("IX"));
    OnClockoleRefreshTime();
    m_clock.ShowWin();
}

void CMymfc29DView::OnUpdateClockoleLoad(CCmdUI* pCmdUI)
{
    // TODO: Add your command update UI handler code here
    pCmdUI->Enable(m_clock.m_lpDispatch == NULL);
}

```

Listing 8.

```

void CMymfc29DView::OnClockoleRefreshTime()
{
    // TODO: Add your command handler code here
    COleDateTime now = COleDateTime::GetCurrentTime();
    m_clock.SetTime(now);
    m_clock.RefreshWin();
}

void CMymfc29DView::OnUpdateClockoleRefreshTime(CCmdUI* pCmdUI)
{
    // TODO: Add your command update UI handler code here
    pCmdUI->Enable(m_clock.m_lpDispatch != NULL);
}

void CMymfc29DView::OnClockoleUnload()
{
    // TODO: Add your command handler code here
    m_clock.ReleaseDispatch();
}

void CMymfc29DView::OnUpdateClockoleUnload(CCmdUI* pCmdUI)
{
    // TODO: Add your command update UI handler code here
}

```

```

        pCmdUI->Enable(m_clock.m_lpDispatch != NULL);
    }

void CMymfc29DView::OnClockoleRefreshtime()
{
    // TODO: Add your command handler code here
    COleDateTime now = COleDateTime::GetCurrentTime();
    m_clock.SetTime(now);
    m_clock.RefreshWin();
}

void CMymfc29DView::OnUpdateClockoleRefreshtime(CCmdUI* pCmdUI)
{
    // TODO: Add your command update UI handler code here
    pCmdUI->Enable(m_clock.m_lpDispatch != NULL);
}

void CMymfc29DView::OnClockoleUnload()
{
    // TODO: Add your command handler code here
    m_clock.ReleaseDispatch();
}

void CMymfc29DView::OnUpdateClockoleUnload(CCmdUI* pCmdUI)
{
    // TODO: Add your command update UI handler code here
    pCmdUI->Enable(m_clock.m_lpDispatch != NULL);
}

```

Listing 9.

```

void CMymfc29DView::OnDlloleGetdata()
{
    // TODO: Add your command handler code here
    m_auto.DisplayDialog();
    COleVariant vaData = m_auto.GetTextData();
    ASSERT(vaData.vt == VT_BSTR);
    CString strTextData = vaData.bstrVal;
    long lData = m_auto.GetLongData();
    TRACE("CMymfc29DView::OnDlloleGetdata -- long = %ld, text = %s\n",
        lData, strTextData);
}

void CMymfc29DView::OnUpdatedlloleGetdata(CCmdUI* pCmdUI)
{
    // TODO: Add your command update UI handler code here
    pCmdUI->Enable(m_auto.m_lpDispatch != NULL);
}

```

```

void CMymfc29DView::OnDlloleGetdata()
{
    // TODO: Add your command handler code here
    m_auto.DisplayDialog();
    COleVariant vaData = m_auto.GetTextData();
    ASSERT(vaData.vt == VT_BSTR);
    CString strTextData = vaData.bstrVal;
    long lData = m_auto.GetLongData();
    TRACE("CMymfc29DView::OnDlloleGetdata -- long = %ld, text = %s\n",
        lData, strTextData);
}

void CMymfc29DView::OnUpdateDlloleGetdata(CCmdUI* pCmdUI)
{
    // TODO: Add your command update UI handler code here
    pCmdUI->Enable(m_auto.m_lpDispatch != NULL);
}

```

Listing 10.

```

void CMymfc29DView::OnDlloleLoad()
{
    // TODO: Add your command handler code here
    if(!m_auto.CreateDispatch("mymfc29B.Auto"))
    {
        AfxMessageBox("mymfc29B.Auto component not found");
        return;
    }
    else
    {
        AfxMessageBox("mymfc29B.Auto found lor!!!");
        m_auto.SetTextData(COleVariant("test string")); // testing
        m_auto.SetLongData(88); // testing
        // verify the primary dispatch interface must match with the
        Mymfc29B.odl
        // You should check your IID_IMymfc29BAuto dispinterface in your
        // Mymfc29B.odl file in MYMFC29B project...
        // {7A97BA38-BF4A-4586-93C6-72B5EE7E0DC2}
        static const IID IID_IMymfc29BAuto =
            { 0x7a97ba38, 0xbf4a, 0x4586, { 0x93, 0xc6, 0x72, 0xb5, 0xee, 0x7e,
            0xd, 0xc2 } };

        LPDISPATCH p;
        HRESULT hr = m_auto.m_lpDispatch->QueryInterface(IID_IMymfc29BAuto,
            (void**) &p);
        TRACE("OnDlloleLoad -- QueryInterface result = %x\n", hr);
        p->Release();
    }
}

void CMymfc29DView::OnUpdateDlloleLoad(CCmdUI* pCmdUI)
{
    // TODO: Add your command update UI handler code here
    pCmdUI->Enable(m_auto.m_lpDispatch == NULL);
}

void CMymfc29DView::OnDlloleUnload()
{
    // TODO: Add your command handler code here
    m_auto.ReleaseDispatch();
}

```

```

void CMymfc29DView::OnDlloleLoad()
{
    // TODO: Add your command handler code here
    if(!m_auto.Createdispatch("mymfc29B.Auto"))
    {
        AfxMessageBox("mymfc29B.Auto component not found");
        return;
    }
    else
    {
        AfxMessageBox("mymfc29B.Auto found lor!!!");
        m_auto.SetTextData(COLEVariant("test string")); // testing
        m_auto.SetLongData(88); // testing
        // verify the primary dispatch interface must match with the Mymfc29B.odl
        // You should check your IID_IMymfc29BAuto dispinterface in your
        // Mymfc29B.odl file in MYMFC29B project...
        // {7A97BA38-BF4A-4586-93C6-72B5EE7E0DC2}
        static const IID IID_IMymfc29BAuto =
        { 0x7a97ba38, 0xbf4a, 0x4586, { 0x93, 0xc6, 0x72, 0xb5, 0xee, 0x7e, 0xd, 0xc2 } };

        LPDISPATCH p;
        HRESULT hr = m_auto.m_lpDispatch->QueryInterface(IID_IMymfc29BAuto, (void**) &p);
        TRACE("OnDlloleLoad -- QueryInterface result = %x\n", hr);
        p->Release();
    }
}

void CMymfc29DView::OnUpdatedlloleLoad(CCmdUI* pCmdUI)
{
    // TODO: Add your command update UI handler code here
    pCmdUI->Enable(m_auto.m_lpDispatch == NULL);
}

void CMymfc29DView::OnDlloleUnload()
{
    // TODO: Add your command handler code here
    m_auto.ReleaseDispatch();
}

```

Listing 11.

```

void CMymfc29DView::OnUpdatedlloleUnload(CCmdUI* pCmdUI)
{
    // TODO: Add your command update UI handler code here
    pCmdUI->Enable(m_auto.m_lpDispatch != NULL);
}

void CMymfc29DView::OnUpdatedlloleUnload(CCmdUI* pCmdUI)
{
    // TODO: Add your command update UI handler code here
    pCmdUI->Enable(m_auto.m_lpDispatch != NULL);
}

```

Listing 12.

-----Warning-----

```

// The following code seems not working for Excel 10/11 Office 2000/2003
// because of the obsolete classes. At least two functions will generate error,
// m_app.GetWorkbooks() and m_workbooks.Add()...
// It is for Excel8.olb/Office 97...and the menu item
// for the Excel Comp Execute also has been omitted for this example...
// You have to dig the Microsoft Office documentation...hohohohoho...:-)

/*
LPDISPATCH pRange, pWorkbooks;

    CWnd* pWnd = CWnd::FindWindow("XLMAIN", NULL);

```

```

if (pWnd != NULL) {
    TRACE("Excel window found\n");
    pWnd->ShowWindow(SW_SHOWNORMAL);
    pWnd->UpdateWindow();
    pWnd->BringWindowToTop();
}

m_app.SetSheetsInNewWorkbook(1);

VERIFY(pWorkbooks = m_app.GetWorkbooks());
m_workbooks.AttachDispatch(pWorkbooks);

LPDISPATCH pWorkbook = NULL;
if (m_workbooks.GetCount() == 0) {
    // Add returns a Workbook pointer, but we
    // don't have a Workbook class
    pWorkbook = m_workbooks.Add(); // Save the pointer for
    // later release
}
LPDISPATCH pWorksheets = m_app.GetWorksheets();
ASSERT(pWorksheets != NULL);
m_worksheets.AttachDispatch(pWorksheets);
LPDISPATCH pWorksheet = m_worksheets.GetItem(ColeVariant((short) 1));

m_worksheet.AttachDispatch(pWorksheet);
m_worksheet.Select();

VERIFY(pRange = m_worksheet.GetRange(ColeVariant("A1")));
m_range[0].AttachDispatch(pRange);

VERIFY(pRange = m_worksheet.GetRange(ColeVariant("A2")));
m_range[1].AttachDispatch(pRange);

VERIFY(pRange = m_worksheet.GetRange(ColeVariant("A3")));
m_range[2].AttachDispatch(pRange);

VERIFY(pRange = m_worksheet.GetRange(ColeVariant("A3"), ColeVariant("C5")));
m_range[3].AttachDispatch(pRange);

VERIFY(pRange = m_worksheet.GetRange(ColeVariant("A6")));
m_range[4].AttachDispatch(pRange);

m_range[4].SetValue(ColeVariant(ColeDateTime(2005, 4, 24, 15, 47, 8)));
// retrieve the stored date and print it as a string
ColeVariant vaTimeDate = m_range[4].GetValue();
TRACE("returned date type = %d\n", vaTimeDate.vt);
ColeVariant vaTemp;
vaTemp.ChangeType(VT_BSTR, &vaTimeDate);
CString str = vaTemp.bstrVal;
TRACE("date = %s\n", (const char*) str);

m_range[0].SetValue(ColeVariant("test string"));

ColeVariant vaResult0 = m_range[0].GetValue();
if (vaResult0.vt == VT_BSTR) {
    CString str = vaResult0.bstrVal;
    TRACE("vaResult0 = %s\n", (const char*) str);
}

m_range[1].SetValue(ColeVariant(3.14159));

ColeVariant vaResult1 = m_range[1].GetValue();
if (vaResult1.vt == VT_R8) {
    TRACE("vaResult1 = %f\n", vaResult1.dblVal);
}

m_range[2].SetFormula(ColeVariant("=$A2*2.0"));

```



```

ColeVariant vaResult2 = m_range[2].GetValue();
if (vaResult2.vt == VT_R8) {
    TRACE("vaResult2 = %f\n", vaResult2.dblVal);
}

ColeVariant vaResult2a = m_range[2].GetFormula();
if (vaResult2a.vt == VT_BSTR) {
    CString str = vaResult2a.bstrVal;
    TRACE("vaResult2a = %s\n", (const char*) str);
}

m_range[3].FillRight();
m_range[3].FillDown();

// cleanup
if (pWorkbook != NULL) {
    pWorkbook->Release();
}
}

void CMymfc29DView::OnUpdateExceloleExecute(CCmdUI* pCmdUI)
{
    // TODO: Add your command update UI handler code here
    pCmdUI->Enable(m_app.m_lpDispatch != NULL);
}*/

```

-----End of Warning-----

```

// The following code should be ok but do nothing, just load the Excel OLE
void CMymfc29DView::OnExceloleLoad()
{
    // TODO: Add your command handler code here
    // if Excel is already running, attach to it, otherwise start it
    LPDISPATCH pDisp;
    LPUNKNOWN pUnk;
    CLSID clsid;
    TRACE("Entering CMymfc29DView::OnExcelLoad\n");
    BeginWaitCursor();
    // Excel for Office 2003. Adjust accordingly for your Excel version
    :CLSIDFromProgID(L"Excel.Application.11", &clsid); // from registry
    if (::GetActiveObject(clsid, NULL, &pUnk) == S_OK)
    {
        VERIFY(pUnk->QueryInterface(IID_IDispatch, (void**) &pDisp) == S_OK);
        m_app.AttachDispatch(pDisp);
        pUnk->Release();
        TRACE(" attach complete\n");
        // you can use SPY++/Windows Task Manager to verify
        // your Excel process is attached...
    }
    else
    {
        // Excel for Office 2003. Adjust accordingly for your Excel version
        if (!m_app.CreateDispatch("Excel.Application.11"))
        {
            AfxMessageBox("Excel program not found");
        }
        TRACE(" create complete\n");
    }
    EndWaitCursor();
}

void CMymfc29DView::OnUpdateExceloleLoad(CCmdUI* pCmdUI)
{
    // TODO: Add your command update UI handler code here
    pCmdUI->Enable(m_app.m_lpDispatch == NULL);
}

```

```

// The following code should be ok but do nothing, just load the Excel OLE
void CMymfc29DView::OnExceloleLoad()
{
    // TODO: Add your command handler code here
    // if Excel is already running, attach to it, otherwise start it
    LPDISPATCH pDisp;
    LPUNKNOWN pUnk;
    CLSID clsid;
    TRACE("Entering CMymfc29DView::OnExcelLoad\n");
    BeginWaitCursor();
    // Excel for Office 2003. Adjust accordingly for your Excel version
    ::CLSIDFromProgID(L"Excel.Application.11", &clsid); // from registry
    if(::GetActiveObject(clsid, NULL, &pUnk) == S_OK)
    {
        VERIFY(pUnk->QueryInterface(IID_IDispatch, (void**) &pDisp) == S_OK);
        m_app.AttachDispatch(pDisp);
        pUnk->Release();
        TRACE(" attach complete\n");
        // you can use SPY++ to verify your Excel process is attached...
    }
    else
    {
        // Excel for Office 2003. Adjust accordingly for your Excel version
        if(!m_app.CreateDispatch("Excel.Application.11"))
        {
            AfxMessageBox("Excel program not found");
        }
        TRACE(" create complete\n");
    }
    EndWaitCursor();
}

void CMymfc29DView::OnUpdateExceloleLoad(CCmdUI* pCmdUI)
{
    // TODO: Add your command update UI handler code here
    pCmdUI->Enable(m_app.m_lpDispatch == NULL);
}

```

Listing 13.

Let play around with our program. Make sure you have already build/run/registered the MYMFC29A, MYMFC29B and MYMFC29C components in order to test MYMFC29D program. Build and run MYMFC29D, the output is shown below. Test all the components through the menu items.

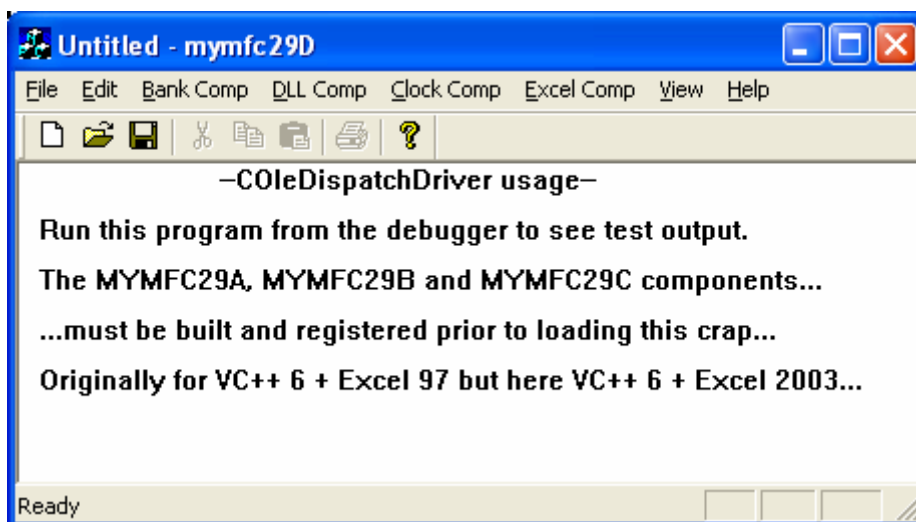


Figure 52: MYMFC29D output.

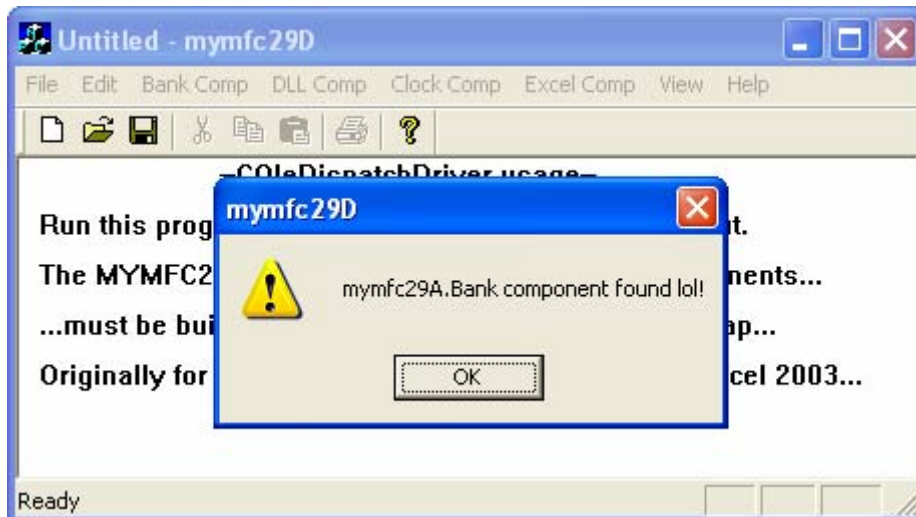


Figure 53: MYMFC29D – testing the **Bank Comp Load** menu.

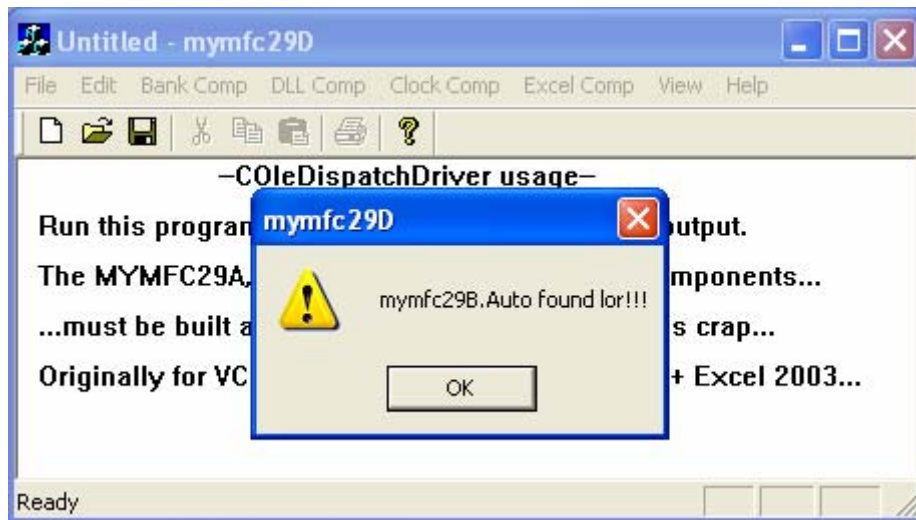


Figure 54: MYMFC29D – testing the **DLL Comp Load** menu.

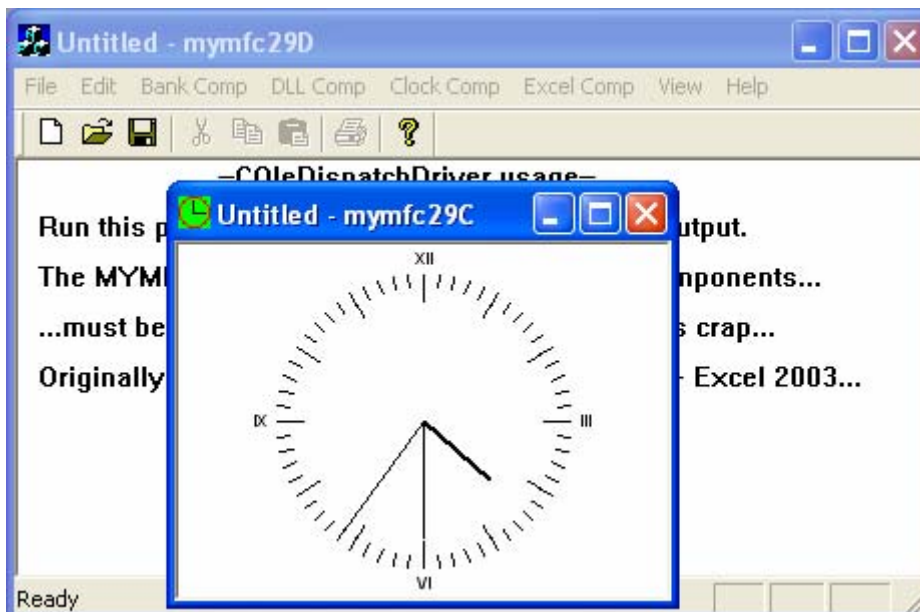


Figure 55: MYMFC29D – testing the **Clock Comp Load** menu.

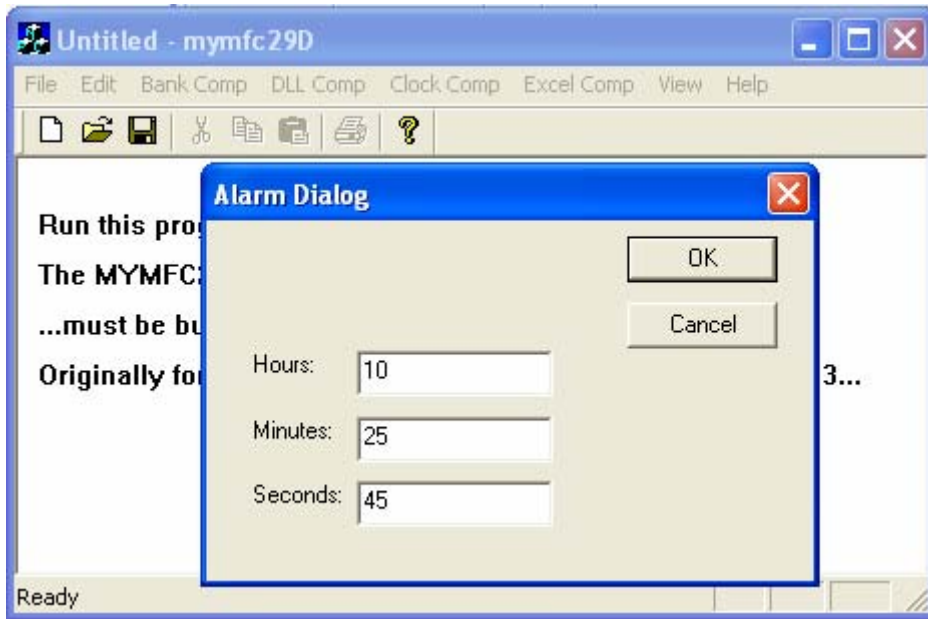


Figure 56: MYMFC29D – testing the **Clock Comp Create Alarm** menu. Enter the alarm values.

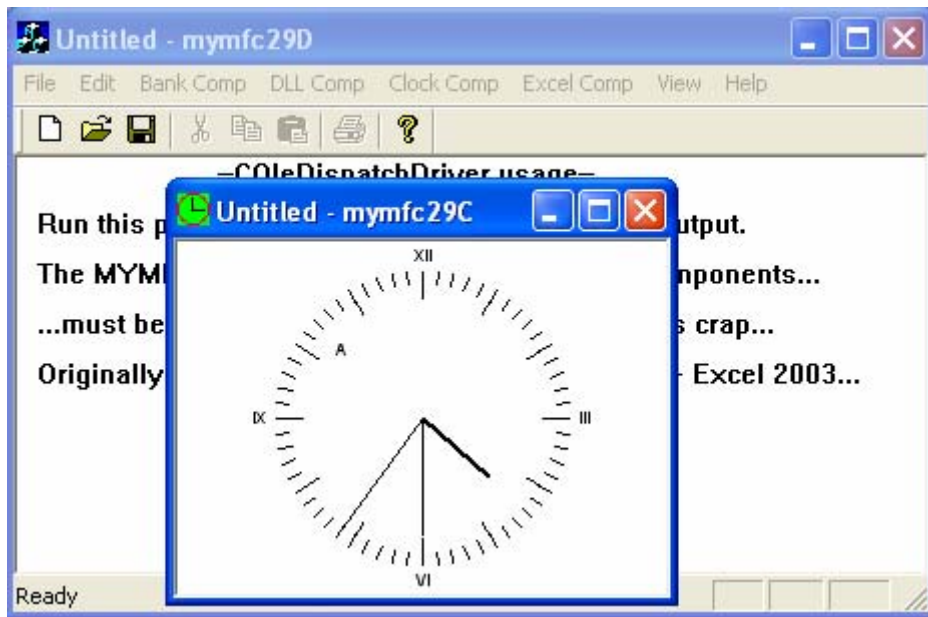


Figure 57: MYMFC29D – the alarm was set.

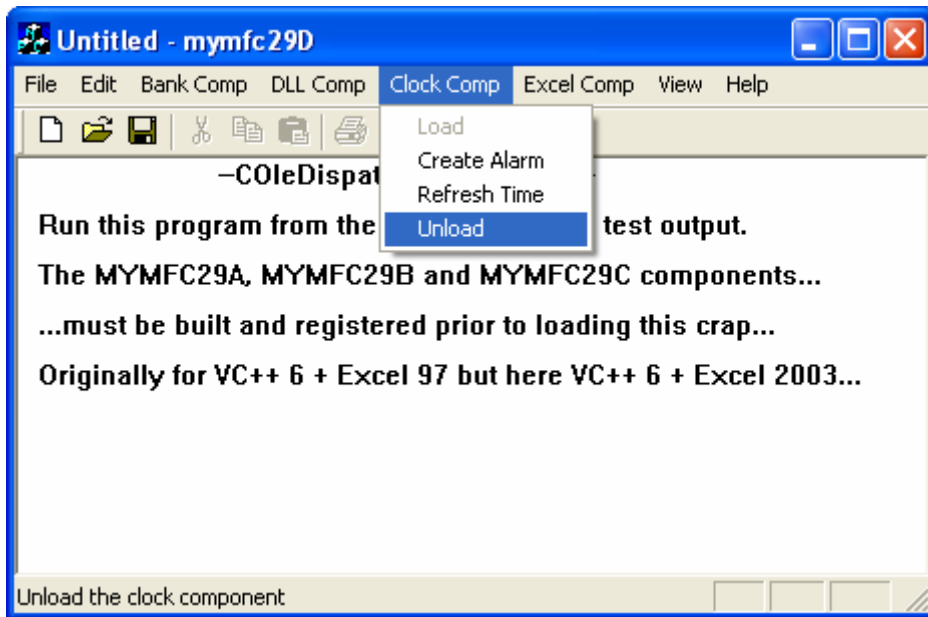


Figure 58: MYMFC29D – testing the **Clock Comp Unload** menu, unloading the clock.

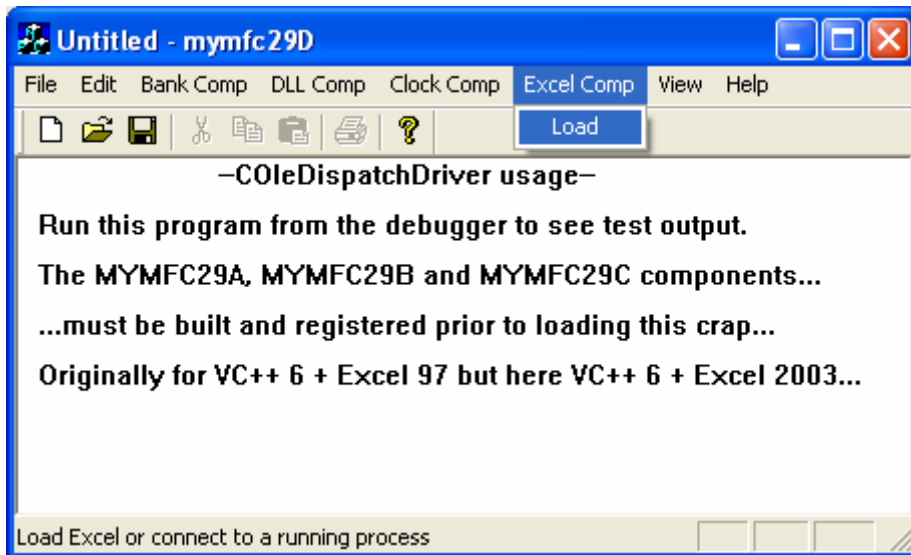


Figure 59: MYMFC29D – testing the **Excel Comp Load** menu.

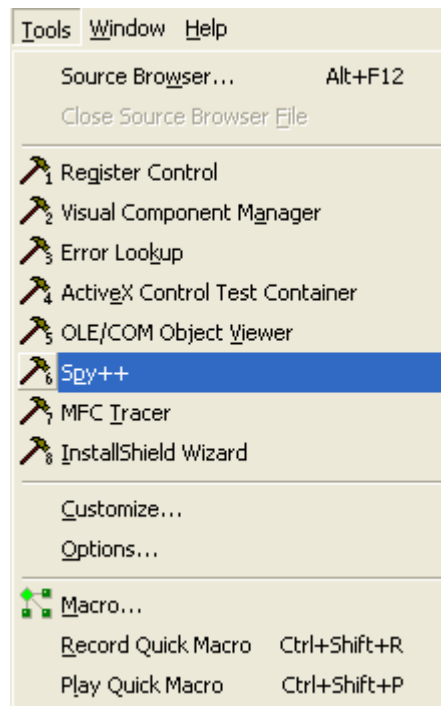


Figure 60: Viewing the loaded Excel processes using SPY++.

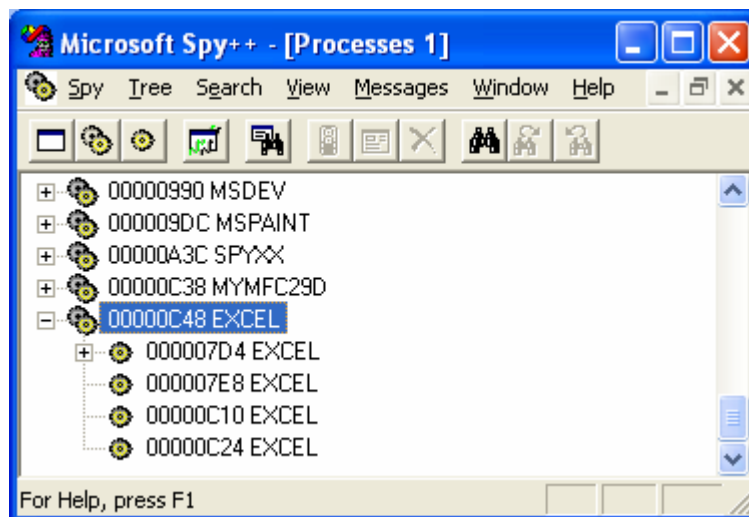


Figure 61: The Excel program was loaded.

The Story: Type Libraries and ODL Files etc.

We've told you that **type libraries** aren't necessary for the MFC `IDispatch` implementation, but Visual C++ has been quietly generating and updating type libraries for all your components. What good are these type libraries? VBA can use a type library to browse your component's methods and properties, and it can use the type library for improved access to properties and methods, a process called **early binding** described later in this module. But we're building a C++ client program here, not a VBA program. It so happens that ClassWizard can read a component's type library and use the information to generate C++ code for the client to use to "drive" an Automation component. AppWizard initializes a project's **Object Description Language (ODL)** file when you first create it. ClassWizard edits this file each time you generate a new Automation component class or add properties and methods to an existing class. Unlike it does with the ClassWizard (CLW) file, ClassWizard can't rebuild an ODL file from the contents of your source files. If you mess up your ODL file, you'll have to re-create it manually.

When you were adding properties and methods to your component classes, ClassWizard was updating the project's ODL file. This file is a **text file** that describes the component in an ODL. (Your GUID will be different if you used AppWizard to generate this project.) Here's the ODL file for the bank component:

```
// Originally just a manually created odl template

[ uuid(40980C17-DB2B-498F-85AC-BE88F2B549CF), version(1.0) ]
library mymfc29A
{
    importlib("stdole32.tlb");
    importlib("stdole2.tlb");

    // Primary dispatch interface for CBank

    [ uuid(122FA935-F2E8-4EB0-B974-D0BF4C59E53D) ]
    dispinterface IBank
    {
        properties:
            // NOTE - ClassWizard will maintain property information
            here.
            // Use extreme caution when editing this section.
            //{{AFX_ODL_PROP(CBank)
            [id(1)] double Balance;
            //}}AFX_ODL_PROP

        methods:
            // NOTE - ClassWizard will maintain method information
            here.
            // Use extreme caution when editing this section.
            //{{AFX_ODL_METHOD(CBank)
            [id(2)] double Withdrawal(double dAmount);
            [id(3)] void Deposit(double dAmount);
            //}}AFX_ODL_METHOD

    };

    // Class information for CBank

    [ uuid(58E7A2CE-C23D-4A09-A1AD-E4710AE28E4D) ]
    coclass Bank
    {
        [default] dispinterface IBank;
    };

    //{{AFX_APPEND_ODL}}
};
```

The **ODL** file has a unique GUID type library identifier, 40980C17-DB2B-498F-85AC-BE88F2B549CF, and it completely describes the bank component's properties and methods under a dispinterface named IBank. In addition, it specifies the dispinterface GUID, 122FA935-F2E8-4EB0-B974-D0BF4C59E53D, which is the same GUID that's in the interface map of the CBank class. You'll see the significance of this GUID when you read the "VBA Early Binding" section near the end of this module. The CLSID, 58E7A2CE-C23D-4A09-A1AD-E4710AE28E4D, is what a VBA browser can actually use to load your component.

Anyway, when you build your component project, Visual C++ invokes the **MIDL** utility, which reads the ODL file and generates a binary TLB file in your project's debug or release subdirectory. Now when you develop a C++ client program, you can ask ClassWizard to generate a driver class from the component project's TLB file.

The **MIDL** utility generates the type library in a stand-alone **TLB** file, and that's what Automation controllers such as Excel look for. ActiveX controls have their type libraries bound into their resources.

To actually do this, you click the ClassWizard **Add Class** button and then select **From A Type Library** from the drop-down list. You navigate to the component project's **TLB** file, and then ClassWizard shows you a dialog similar to the illustration below.

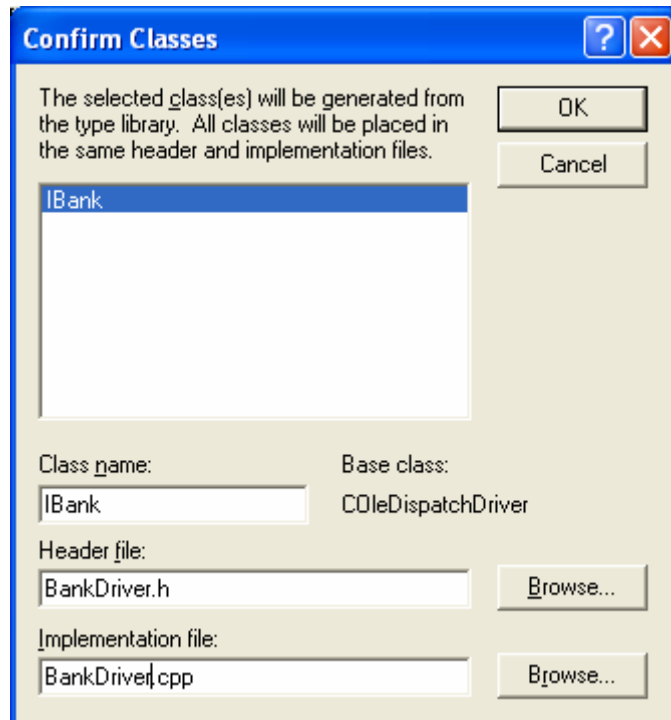


Figure 62: The IBank class extracted from type library.

IBank is the dispinterface specified in the ODL file. You can keep this name for the class if you want, and you can specify the H and CPP filenames. If a type library contains several interfaces you can make multiple selections. You'll see the generated controller classes in the sections that follow.

The Controller Class for mymfc29A.exe

ClassWizard generated the IBank class (derived from COleDispatchDriver) listed in Listing 14. Look closely at the member function implementations. Note the first parameters of the GetProperty(), SetProperty(), and InvokeHelper() function calls. These are hard-coded DISPIDs for the component's properties and methods, as determined by the component's dispatch map sequence. If you use ClassWizard to delete a property and then add the property back, you'll probably change the component's dispatch IDs. That means that you'll have to **regenerate** or **edit** the controller class so that the IDs match.

```

BANKDRIVER.H

// Machine generated IDispatch wrapper class(es) created with ClassWizard
// IBank wrapper class

class IBank : public COleDispatchDriver
{
public:
    IBank() {} // Calls COleDispatchDriver default constructor
    IBank(LPDISPATCH pDispatch) : COleDispatchDriver(pDispatch) {}
    IBank(const IBank& dispatchSrc) : COleDispatchDriver(dispatchSrc) {}

// Attributes
public:
    double GetBalance();
    void SetBalance(double);

// Operations
public:
    double Withdrawal(double dAmount);
    void Deposit(double dAmount);
};

```



```

BANKDRIVER.CPP
// Machine generated IDispatch wrapper class(es) created with ClassWizard

#include "stdafx.h"
#include "bankdriver.h"

#ifdef _DEBUG
#define new DEBUG_NEW
#undef THIS_FILE
static char THIS_FILE[] = __FILE__;
#endif

//////////////////////////////////////
// IBank properties

double IBank::GetBalance()
{
    double result;
    GetProperty(0x1, VT_R8, (void*)&result);
    return result;
}

void IBank::SetBalance(double propVal)
{
    SetProperty(0x1, VT_R8, propVal);
}

//////////////////////////////////////
// IBank operations

double IBank::Withdrawal(double dAmount)
{
    double result;
    static BYTE parms[] =
        VTS_R8;
    InvokeHelper(0x2, DISPATCH_METHOD, VT_R8, (void*)&result, parms, dAmount);
    return result;
}

void IBank::Deposit(double dAmount)
{
    static BYTE parms[] =
        VTS_R8;
    InvokeHelper(0x3, DISPATCH_METHOD, VT_EMPTY, NULL, parms, dAmount);
}

```

Listing 14: The IBank class listing.

The CMymfc29DView class has a data member m_bank of class IBank. The CMymfc29DView member functions for the **Mymfc29A.Bank** component are listed below. They are hooked up to options on the **MYMFC29D** main menu. Of particular interest is the OnBankoleLoad() function. The COleDispatchDriver::CreateDispatch function loads the component program (by calling CoGetClassObject() and IClassFactory::CreateInstance) and then calls QueryInterface() to get an IDispatch pointer, which it stores in the object's m_lpDispatch data member. The COleDispatchDriver::ReleaseDispatch function, called in OnBankoleUnload(), calls Release() on the pointer.

```

void CMymfc29DView::OnBankoleLoad()
{
    if(!m_bank.CreateDispatch("Mymfc29A.Bank")) {
        AfxMessageBox("Mymfc29A.Bank component not found");
    }
}

```

```

        return;
    }
}

void CMymfc29DView::OnUpdateBankoleLoad(CCmdUI* pCmdUI)
{
    pCmdUI->Enable(m_bank.m_lpDispatch == NULL);
}

void CMymfc29DView::OnBankoleTest()
{
    m_bank.Deposit(20.0);
    m_bank.Withdrawal(15.0);
    TRACE("new balance = %f\n",
        m_bank.GetBalance());
}

void CMymfc29DView::OnUpdateBankoleTest(CCmdUI* pCmdUI)
{
    pCmdUI->Enable(m_bank.m_lpDispatch != NULL);
}

void CMymfc29DView::OnBankoleUnload()
{
    m_bank.ReleaseDispatch();
}

void CMymfc29DView::OnUpdateBankoleUnload(CCmdUI* pCmdUI)
{
    pCmdUI->Enable(m_bank.m_lpDispatch != NULL);
}

```

The Controller Class for mymfc29B.dll

Listing 15 shows the class header file generated by ClassWizard.

```

AUTODRIVER.H

// Machine generated IDispatch wrapper class(es) created with ClassWizard
// IMyMfc29BAuto wrapper class

class IMyMfc29BAuto : public COleDispatchDriver
{
public:
    IMyMfc29BAuto() {} // Calls COleDispatchDriver default
    constructor
    IMyMfc29BAuto(LPDISPATCH pDispatch) : COleDispatchDriver(pDispatch) {}
    IMyMfc29BAuto(const IMyMfc29BAuto& dispatchSrc) :
    COleDispatchDriver(dispatchSrc) {}

// Attributes
public:
    long GetLongData();
    void SetLongData(long);
    VARIANT GetTextData();
    void SetTextData(const VARIANT&);

// Operations
public:
    BOOL DisplayDialog();
};

```

Listing 15: The Mymfc29BAuto class header file.


```

class IMymfc29C : public COleDispatchDriver
{
public:
    IMymfc29C() {} // Calls COleDispatchDriver default
    constructor
    IMymfc29C(LPDISPATCH pDispatch) : COleDispatchDriver(pDispatch) {}
    IMymfc29C(const IMymfc29C& dispatchSrc) :
    COleDispatchDriver(dispatchSrc) {}

    // Attributes
public:
    DATE GetTime();
    void SetTime(DATE);

    // Operations
public:
    VARIANT GetFigure(short n);
    void SetFigure(short n, const VARIANT& newValue);
    void RefreshWin();
    void ShowWin();
    LPDISPATCH CreateAlarm(DATE Time);
};
// IAlarm wrapper class

class IAlarm : public COleDispatchDriver
{
public:
    IAlarm() {} // Calls COleDispatchDriver default constructor
    IAlarm(LPDISPATCH pDispatch) : COleDispatchDriver(pDispatch) {}
    IAlarm(const IAlarm& dispatchSrc) : COleDispatchDriver(dispatchSrc) {}

    // Attributes
public:
    DATE GetTime();
    void SetTime(DATE);

    // Operations
public:
};

```

Listing 16: The IMymfc29C and IAlarm class header files.

Of particular interest is the IMymfc29C::CreateAlarm member function in **ClockDriver.cpp**:

```

LPDISPATCH IMymfc29C::CreateAlarm(DATE time)
{
    LPDISPATCH result;
    static BYTE parms[] = VTS_DATE;
    InvokeHelper(0x3, DISPATCH_METHOD, VT_DISPATCH, (void*)&result,
        parms, time);
    return result;
}

```

This function can be called only after the clock object (document) has been constructed. It causes the MYMFC29C component to construct an alarm object and return an IDispatch pointer with a reference count of 1. The COleDispatchDriver::AttachDispatch function connects that pointer to the client's m_alarm object, but if that object already has a dispatch pointer, the old pointer is released. That's why, if you watch the Debug window, you'll see that the old MYMFC29C instance exits immediately after you ask for a new instance. You'll have to test this behavior with the Excel driver because MYMFC29D disables the **Load** menu option when the clock is running. The view class has the data members, m_clock and m_alarm. Here are the view class command handlers:

```

void CMymfc29DView::OnClockoleCreatealarm()
{

```

```

    CAlarmDialog dlg;
    if (dlg.DoModal() == IDOK)
    {
        COleDateTime dt(1995, 12, 23, dlg.m_nHours, dlg.m_nMinutes,
            dlg.m_nSeconds);
        LPDISPATCH pAlarm = m_clock.CreateAlarm(dt);
        m_alarm.AttachDispatch(pAlarm); // releases prior object!
        m_clock.RefreshWin();
    }
}

void CMymfc29DView::OnUpdateClockoleCreatealarm(CCmdUI* pCmdUI)
{
    pCmdUI->Enable(m_clock.m_lpDispatch != NULL);
}

void CMymfc29DView::OnClockoleLoad()
{
    if(!m_clock.CreateDispatch("Mymfc29C.Document"))
    {
        AfxMessageBox("Mymfc29C.Document component not found");
        return;
    }
    m_clock.SetFigure(0, COleVariant("XII"));
    m_clock.SetFigure(1, COleVariant("III"));
    m_clock.SetFigure(2, COleVariant("VI"));
    m_clock.SetFigure(3, COleVariant("IX"));
    OnClockoleRefreshTime();
    m_clock.ShowWin();
}

void CMymfc29DView::OnUpdateClockoleLoad(CCmdUI* pCmdUI)
{
    pCmdUI->Enable(m_clock.m_lpDispatch == NULL);
}

void CMymfc29DView::OnClockoleRefreshTime()
{
    COleDateTime now = COleDateTime::GetCurrentTime();
    m_clock.SetTime(now);
    m_clock.RefreshWin();
}

void CMymfc29DView::OnUpdateClockoleRefreshTime(CCmdUI* pCmdUI)
{
    pCmdUI->Enable(m_clock.m_lpDispatch != NULL);
}

void CMymfc29DView::OnClockoleUnload()
{
    m_clock.ReleaseDispatch();
}

void CMymfc29DView::OnUpdateClockoleUnload(CCmdUI* pCmdUI)
{
    pCmdUI->Enable(m_clock.m_lpDispatch != NULL);
}

```

Controlling Microsoft Excel

The MYMFC29D program contains code that loads Excel, creates a workbook, and reads from and writes to cells from the active worksheet. Controlling Excel is exactly like controlling an **MFC Automation component**, but you need to know about a few Excel peculiarities.

If you study Excel VBA, you'll notice that you can use **more than 100 "objects"** in your programs. All of these objects are accessible through **Automation**, but if you write an MFC Automation client program, you'll need to know about the objects' properties and methods. Ideally, you'd like a C++ class for each object, with member functions coded to the proper dispatch IDs.

Excel has its own **type library**, found in the file **Excel8.olb** (different file name with same OLB extension for Excel of the Office10 and Office11), usually in the \Program Files\Microsoft Office\Office or \Program Files\Microsoft Office\Office10 – Office 2000 or \Program Files\Microsoft Office\Office11 – Office 2003 directory. ClassWizard can read this file, exactly as it reads TLB files, to create C++ driver classes for individual Excel objects. It makes sense to select the objects you need and then combine the classes into a single pair of files, as shown in Figure 63.

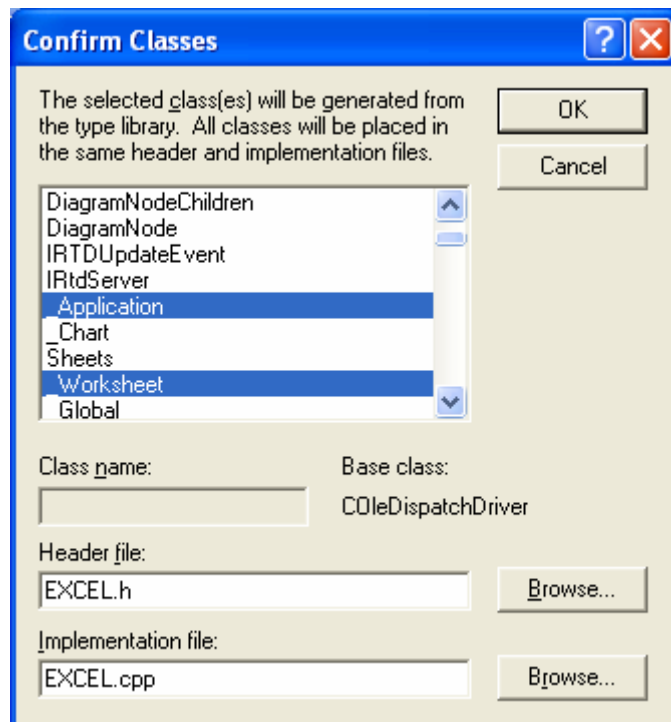


Figure 63: ClassWizard can create C++ classes for the Excel objects listed in **Excel8.olb**.

You might need to edit the generated code to suit your needs. Let's look at an example. If you use ClassWizard to generate a driver class for the Worksheet object, you get a `GetRange()` member function, as shown here:

```
LPDISPATCH _Worksheet::GetRange(const VARIANT& Cell1, const VARIANT& Cell2)
{
    LPDISPATCH result;
    static BYTE parms[] = VTS_VARIANT VTS_VARIANT;
    InvokeHelper(0xc5, DISPATCH_PROPERTYGET, VT_DISPATCH,
        (void*)&result, parms, &Cell1, &Cell2);
    return result;
}
```

You know (from the Excel VBA documentation) that you can call the method with either a single cell (one parameter) or a rectangular area specified by two cells (two parameters). Remember: you can omit optional parameters in a call to `InvokeHelper()`. Now it makes sense to add a second overloaded `GetRange()` function with a single cell parameter like this:

```
LPDISPATCH _Worksheet::GetRange(const VARIANT& Cell1) // added
{
    LPDISPATCH result;
    static BYTE parms[] = VTS_VARIANT;
    InvokeHelper(0xc5, DISPATCH_PROPERTYGET, VT_DISPATCH,
        (void*)&result, parms, &Cell1);
    return result;
}
```

How do you know which functions to fix up? They're the functions you decide to use in your program. You'll have to read the Excel VBA reference manual to figure out the required parameters and return values. The MYMFC29D program uses the Excel objects and contains the corresponding classes shown in the table below. All the code for these objects is contained in the files **excel8.h** and **excel8.cpp**.

Object/Class	View Class Data Member
_Application	m_app
Range	m_range[5]
_Worksheet	m_worksheet
Workbooks	m_workbooks
Worksheets	m_worksheets

Table 11.

The following view member function, `OnExceloleLoad()`, handles the **Excel Comp Load** menu command. This function must work if the user already has Excel running on the desktop. The COM `GetActiveObject()` function tries to return an `IUnknown` pointer for Excel. `GetActiveObject()` requires a class ID, so we must first call `CLSIDFromProgID()`. If `GetActiveObject()` is successful, we call `QueryInterface()` to get an `IDispatch` pointer and we attach it to the view's `m_app` controller object of class `_Application`. If `GetActiveObject()` is unsuccessful, we call `COleDispatchDriver::CreateDispatch`, as we did for the other components.

```
void CMymfc29DView::OnExceloleLoad()
{
    // If Excel is already running, attach to it; otherwise, start it
    LPDISPATCH pDisp;
    LPUNKNOWN pUnk;
    CLSID clsid;
    TRACE("Entering CMymfc29DView::OnExcelLoad\n");
    BeginWaitCursor();
    ::CLSIDFromProgID(L"Excel.Application.11", &clsid); // from Registry
    if (::GetActiveObject(clsid, NULL, &pUnk) == S_OK) {
        VERIFY(pUnk->QueryInterface(IID_IDispatch, (void**) &pDisp) == S_OK);
        m_app.AttachDispatch(pDisp);
        pUnk->Release();
        TRACE(" attach complete\n");
    }
    else
    {
        if (!m_app.CreateDispatch("Excel.Application.11"))
        {
            AfxMessageBox("Excel 2003 program not found");
        }
        TRACE(" create complete\n");
    }
    EndWaitCursor();
}
```

`OnExceloleExecute()` is the command handler for the **Execute** item in the **Excel Comp** menu. Its first task is to find the Excel main window and bring it to the top. We must write some Windows code here because a method for this purpose couldn't be found. We must also create a workbook if no workbook is currently open. We have to watch our method return values closely. The `Workbooks Add` method, for example, returns an `IDispatch` pointer for a `Workbook` object and, of course, increments the reference count. If we generated a class for `Workbook`, we could call `COleDispatchDriver::AttachDispatch` so that `Release()` would be called when the `Workbook` object was destroyed. Because we don't need a `Workbook` class, we'll simply release the pointer at the end of the function. If we don't properly clean up our pointers, we might get memory-leak messages from the Debug version of MFC.

The rest of the `OnExceloleExecute()` function accesses the cells in the worksheet. It's easy to get and set numbers, dates, strings, and formulas. The C++ code is similar to the VBA code you would write to do the same job.

```
void CMymfc29DView::OnExceloleExecute()
{
    LPDISPATCH pRange, pWorkbooks;

    CWnd* pWnd = CWnd::FindWindow("XLMAIN", NULL);
    if (pWnd != NULL) {
        TRACE("Excel window found\n");
    }
}
```

```

    pWnd->ShowWindow(SW_SHOWNORMAL);
    pWnd->UpdateWindow();
    pWnd->BringWindowToTop();
}

m_app.SetSheetsInNewWorkbook(1);

VERIFY(pWorkbooks = m_app.GetWorkbooks());
m_workbooks.AttachDispatch(pWorkbooks);

LPDISPATCH pWorkbook = NULL;
if (m_workbooks.GetCount() == 0) {
    // Add returns a Workbook pointer, but we
    // don't have a Workbook class
    pWorkbook = m_workbooks.Add(); // Save the pointer for
    // later release
}
LPDISPATCH pWorksheets = m_app.GetWorksheets();
ASSERT(pWorksheets != NULL);
m_worksheets.AttachDispatch(pWorksheets);
LPDISPATCH pWorksheet = m_worksheets.GetItem((short) 1);

m_worksheet.AttachDispatch(pWorksheet);
m_worksheet.Select();

VERIFY(pRange = m_worksheet.GetRange(ColeVariant("A1")));
m_range[0].AttachDispatch(pRange);

VERIFY(pRange = m_worksheet.GetRange(ColeVariant("A2")));
m_range[1].AttachDispatch(pRange);

VERIFY(pRange = m_worksheet.GetRange(ColeVariant("A3")));
m_range[2].AttachDispatch(pRange);

VERIFY(pRange = m_worksheet.GetRange(ColeVariant("A3"), ColeVariant("C5")));
m_range[3].AttachDispatch(pRange);

VERIFY(pRange = m_worksheet.GetRange(ColeVariant("A6")));
m_range[4].AttachDispatch(pRange);

m_range[4].SetValue(ColeVariant(ColeDateTime(2005, 4, 24, 15, 47, 8)));
// Retrieve the stored date and print it as a string
ColeVariant vaTimeDate = m_range[4].GetValue();
TRACE("returned date type = %d\n", vaTimeDate.vt);
ColeVariant vaTemp;
vaTemp.ChangeType(VT_BSTR, &vaTimeDate);
CString str = vaTemp.bstrVal;
TRACE("date = %s\n", (const char*) str);

m_range[0].SetValue(ColeVariant("test string"));

ColeVariant vaResult0 = m_range[0].GetValue();
if (vaResult0.vt == VT_BSTR) {
    CString str = vaResult0.bstrVal;
    TRACE("vaResult0 = %s\n", (const char*) str);
}

m_range[1].SetValue(ColeVariant(3.14159));

ColeVariant vaResult1 = m_range[1].GetValue();
if (vaResult1.vt == VT_R8) {
    TRACE("vaResult1 = %f\n", vaResult1.dblVal);
}

m_range[2].SetFormula(ColeVariant("=$A2*2.0"));

ColeVariant vaResult2 = m_range[2].GetValue();
if (vaResult2.vt == VT_R8) {

```



```

        TRACE("vaResult2 = %f\n", vaResult2.dblVal);
    }

    COleVariant vaResult2a = m_range[2].GetFormula();
    if (vaResult2a.vt == VT_BSTR) {
        CString str = vaResult2a.bstrVal;
        TRACE("vaResult2a = %s\n", (const char*) str);
    }

    m_range[3].FillRight();
    m_range[3].FillDown();

    // cleanup
    if (pWorkbook != NULL) {
        pWorkbook->Release();
    }
}

```

Continue on next module...

-----End Automation part 3-----

Further reading and digging:

1. [DCOM](#) at MSDN.
2. [COM+](#) at MSDN.
3. [COM](#) at MSDN.
4. [MSDN MFC 6.0 class library online documentation](#) - used throughout this Tutorial.
5. [MSDN MFC 7.0 class library online documentation](#) - used in .Net framework and also backward compatible with 6.0 class library
6. [MSDN Library](#)
7. [Windows data type](#).
8. [Win32 programming Tutorial](#).
9. [The best of C/C++, MFC, Windows and other related books](#).
10. Unicode and Multibyte character set: [Story](#) and [program examples](#).