```
// Implementation

    //{{AFX_MSG(CClientApp)
// NOTE - the ClassWizard will add and remove member functions here.
//     DO NOT EDIT what you see in these blocks of generated code !
//}}AFX_MSG
    DECLARE_MESSAGE_MAP()
};


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


//{{AFX_INSERT_LOCATION}}
// Microsoft Visual C++ will insert additional declarations
// immediately before the previous line.

#endif
// !defined(AFX_CLIENT_H__BA90C631_530F_45C6_96E9_C96E75E7EAB1__INCL
//UDED_)


// Client.cpp : Defines the class behaviors for the application.

#include "stdafx.h"
#include "Client.h"
#include "ClientDlg.h"

#include "UserDlg.h"


    .

    .

    .

/////////////////////////////////////////////////////////////////////////
// CClientApp initialization
```

```cpp
BOOL CClientApp::InitInstance()
{
    if (!AfxSocketInit())
    {
        AfxMessageBox(IDP_SOCKETS_INIT_FAILED);
        return FALSE;
    }


    AfxEnableControlContainer();


    // Standard initialization
// If you are not using these features and wish to reduce the size
//   of your final executable, you should remove from the following
//   the specific initialization routines you do not need.


#ifdef _AFXDLL
    Enable3dControls(); // Call this when using MFC in a shared DLL
#else
    Enable3dControlsStatic();
// Call this when linking to MFC statically
#endif

    CClientDlg dlg;
    m_pMainWnd = &dlg;
    int nResponse = dlg.DoModal();
    if (nResponse == IDOK)
    {
        // TODO: Place code here to handle when the dialog is
        //   dismissed with OK
        CUserDlg m_dlgUser;
        m_dlgUser.Name = dlg.m_strName ;
        m_dlgUser.m_nPort = dlg.m_nPort ;
        m_dlgUser.m_strAddress = dlg.m_strAddress ;
```

```
        m_dlgUser.DoModal();


    }
    else if (nResponse == IDCANCEL)
    {
        // TODO: Place code here to handle when the dialog is
        //  dismissed with Cancel
    }


// Since the dialog has been closed, return FALSE so that we exit the
//  application, rather than start the application's message pump.
    return FALSE;
}
```

CClientDlg 的代码

```
// ClientDlg.h : header file
//


#if !defined(AFX_CLIENTDLG_H__20AB94D8_627D_452F_ADC1_D25387F356
41__INCLUDED_)
    #define
AFX_CLIENTDLG_H__20AB94D8_627D_452F_ADC1_D25387F35641__INCLUDED_


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


/////////////////////////////////////////////////////////////////////
// CClientDlg dialog


class CClientDlg : public CDialog
{
// Construction
```

```cpp
public:
    CClientDlg(CWnd* pParent = NULL);    // standard constructor


// Dialog Data
    //{{AFX_DATA(CClientDlg)
    enum { IDD = IDD_CLIENT_DIALOG };
    CString m_strName;
    CString m_strPassword;
    CString m_strAddress;
    UINT    m_nPort;
    //}}AFX_DATA


    // ClassWizard generated virtual function overrides
    //{{AFX_VIRTUAL(CClientDlg)
    protected:
    virtual void DoDataExchange(CDataExchange* pDX);
    // DDX/DDV support
    //}}AFX_VIRTUAL


// Implementation
protected:
    HICON m_hIcon;

    // Generated message map functions
    //{{AFX_MSG(CClientDlg)
    virtual BOOL OnInitDialog();
    afx_msg void OnPaint();
    afx_msg HCURSOR OnQueryDragIcon();
    afx_msg void OnCancel();
    afx_msg void OnConfirm();
    //}}AFX_MSG
    DECLARE_MESSAGE_MAP()
};
```

```
//{{AFX_INSERT_LOCATION}}
// Microsoft Visual C++ will insert additional declarations
//immediately before the previous line.


#endif
// !defined(AFX_CLIENTDLG_H__20AB94D8_627D_452F_ADC1_D25387F35641__I
//NCLUDED_)




// ClientDlg.cpp : implementation file

#include "stdafx.h"
#include "Client.h"
#include "ClientDlg.h"


#include "UserDlg.h"


/////////////////////////////////////////////////////////////////////////////
// CClientDlg dialog

CClientDlg::CClientDlg(CWnd* pParent /*=NULL*/)
    : CDialog(CClientDlg::IDD, pParent)
{
    //{{AFX_DATA_INIT(CClientDlg)
    m_strName = _T("");
    m_strPassword = _T("");
    m_strAddress = _T("127.0.0.1");
    m_nPort = 6666;
    //}}AFX_DATA_INIT
    // Note that LoadIcon does not require a subsequent DestroyIcon
//in Win32
    m_hIcon = AfxGetApp()->LoadIcon(IDR_MAINFRAME);
}
```

```
void CClientDlg::DoDataExchange(CDataExchange* pDX)
{
    CDialog::DoDataExchange(pDX);
    //{{AFX_DATA_MAP(CClientDlg)
    DDX_Text(pDX, IDC_USERNAME, m_strName);
    DDV_MaxChars(pDX, m_strName, 8);
    DDX_Text(pDX, IDC_PASSWORD, m_strPassword);
    DDX_Text(pDX, IDC_ADDRESS, m_strAddress);
    DDV_MaxChars(pDX, m_strAddress, 15);
    DDX_Text(pDX, IDC_PORT, m_nPort);
    DDV_MinMaxUInt(pDX, m_nPort, 0, 65535);
    //}}AFX_DATA_MAP
}
```

.

.

CMsgDlg 的代码

```
#if !defined(AFX_MSGDLG_H__AE1D9022_D96C_4393_920F_0BDC2BE79645_
_INCLUDED_)
#define
AFX_MSGDLG_H__AE1D9022_D96C_4393_920F_0BDC2BE79645__INCLUDED_

#if _MSC_VER > 1000
#pragma once
#endif // _MSC_VER > 1000
// MsgDlg.h : header file
//


/////////////////////////////////////////////////////////////////
// CMsgDlg dialog

class CMsgDlg : public CDialog
```

```
{
// Construction
public:
    BOOL m_bSend;
    void ShowMsg(CString From, CString To, CString Msg, int Type);
    CMsgDlg(CWnd* pParent = NULL);   // standard constructor


// Dialog Data
    //{{AFX_DATA(CMsgDlg)
    enum { IDD = IDD_RCVMSG };
    CString m_strFrom;
    CString m_strMsg;
    CString m_strTo;
    //}}AFX_DATA


// Overrides
    // ClassWizard generated virtual function overrides
    //{{AFX_VIRTUAL(CMsgDlg)
    protected:
    virtual void DoDataExchange(CDataExchange* pDX);
    // DDX/DDV support
    //}}AFX_VIRTUAL


// Implementation
protected:

    // Generated message map functions
    //{{AFX_MSG(CMsgDlg)
    afx_msg void OnReply();
    afx_msg void OnClose();
    virtual BOOL OnInitDialog();
    //}}AFX_MSG
    DECLARE_MESSAGE_MAP()
};
```

```
//{{AFX_INSERT_LOCATION}}
// Microsoft Visual C++ will insert additional declarations
//immediately before the previous line.

#endif
// !defined(AFX_MSGDLG_H__AE1D9022_D96C_4393_920F_0BDC2BE79645__INCL
//UDED_)


// MsgDlg.cpp : implementation file

#include "stdafx.h"
#include "client.h"
#include "MsgDlg.h"

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


/////////////////////////////////////////////////////////////////////
// CMsgDlg dialog

CMsgDlg::CMsgDlg(CWnd* pParent /*=NULL*/)
    : CDialog(CMsgDlg::IDD, pParent)
{
    //{{AFX_DATA_INIT(CMsgDlg)
    m_strFrom = _T("");
    m_strMsg = _T("");
    m_strTo = _T("");
    //}}AFX_DATA_INIT
}
```

```cpp
void CMsgDlg::DoDataExchange(CDataExchange* pDX)
{
    CDialog::DoDataExchange(pDX);
    //{{AFX_DATA_MAP(CMsgDlg)
    DDX_Text(pDX, IDC_FROM, m_strFrom);
    DDX_Text(pDX, IDC_MESSAGE, m_strMsg);
    DDV_MaxChars(pDX, m_strMsg, 100);
    DDX_Text(pDX, IDC_TO, m_strTo);
    //}}AFX_DATA_MAP
}


BEGIN_MESSAGE_MAP(CMsgDlg, CDialog)
    //{{AFX_MSG_MAP(CMsgDlg)
    ON_BN_CLICKED(IDC_REPLY, OnReply)
    ON_BN_CLICKED(IDC_CLOSE, OnClose)
    //}}AFX_MSG_MAP
END_MESSAGE_MAP()


/////////////////////////////////////////////////////////////////////////////
// CMsgDlg message handlers

void CMsgDlg::OnReply()
{
    // TODO: Add your control notification handler code here
    if ( !m_bSend)
    {
        GetDlgItem(IDC_REPLY)->SetWindowText("发送");
        CString m_strTemp;
        m_strTemp = m_strFrom;
        m_strFrom = m_strTo;
        m_strTo = m_strTemp;
        m_strMsg = "";
        GetDlgItem(IDC_MESSAGE)->EnableWindow(TRUE);
        UpdateData(FALSE);
```

```
        m_bSend = TRUE;
    }
    else
    {
        CDialog::OnOK();
    }

}


void CMsgDlg::OnClose()
{
    // TODO: Add your control notification handler code here
    CDialog::OnCancel();
}


void CMsgDlg::ShowMsg(CString From, CString To, CString Msg, int
Type)
{
    if (Type == 3)
        m_strTo = To;
    else
        m_strTo = "";
    m_strFrom = From;
    m_strMsg = Msg;
    UpdateData(FALSE);
}


BOOL CMsgDlg::OnInitDialog()
{
    CDialog::OnInitDialog();

    // TODO: Add extra initialization here
    if (m_bSend)
    {
```