// Castillon JorgeDlg.cpp : implementation file

//

#include "stdafx.h"

#include "Castillon Jorge.h"

#include "Castillon JorgeDlg.h"

#include <math.h>

#ifdef \_DEBUG

#define new DEBUG\_NEW

#undef THIS\_FILE

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

#endif

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

// CCastillonJorgeDlg dialog

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

: CDialog(CCastillonJorgeDlg::IDD, pParent)

{

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

m\_CORRIENTE = 0.0;

m\_RESISTENCIA = 0.0;

m\_FACTOR = FALSE;

m\_RESPUESTA = 0.0;

m\_TRIFASICO = FALSE;

//}}AFX\_DATA\_INIT

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

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

}

void CCastillonJorgeDlg::DoDataExchange(CDataExchange\* pDX)

{

CDialog::DoDataExchange(pDX);

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

DDX\_Text(pDX, IDC\_EDIT1, m\_CORRIENTE);

DDX\_Text(pDX, IDC\_EDIT2, m\_RESISTENCIA);

DDX\_Check(pDX, IDC\_Factor, m\_FACTOR);

DDX\_Text(pDX, IDC\_Respuesta, m\_RESPUESTA);

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

//}}AFX\_DATA\_MAP

}

BEGIN\_MESSAGE\_MAP(CCastillonJorgeDlg, CDialog)

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

ON\_WM\_PAINT()

ON\_WM\_QUERYDRAGICON()

ON\_BN\_CLICKED(IDACEPTAR, OnAceptar)

//}}AFX\_MSG\_MAP

END\_MESSAGE\_MAP()

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

// CCastillonJorgeDlg message handlers

BOOL CCastillonJorgeDlg::OnInitDialog()

{

CDialog::OnInitDialog();

// Set the icon for this dialog. The framework does this automatically

// when the application's main window is not a dialog

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

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

// TODO: Add extra initialization here

return TRUE; // return TRUE unless you set the focus to a control

}

// 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 CCastillonJorgeDlg::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 CCastillonJorgeDlg::OnQueryDragIcon()

{

return (HCURSOR) m\_hIcon;

}

void CCastillonJorgeDlg::OnAceptar()

{

UpdateData(true);

m\_RESPUESTA=0.8 \* m\_RESISTENCIA \* m\_CORRIENTE;

if(m\_FACTOR || m\_TRIFASICO )

{

if(m\_FACTOR)

{m\_RESPUESTA = 0.9 \* m\_RESISTENCIA \* m\_CORRIENTE;}

if(m\_TRIFASICO)

{m\_RESPUESTA = 0.8 \* m\_RESISTENCIA \* m\_CORRIENTE \* sqrt(3);}

}

if(m\_FACTOR & m\_TRIFASICO)

{m\_RESPUESTA = 0.9 \* m\_RESISTENCIA \* m\_CORRIENTE \* sqrt(3);}

UpdateData(false);

}