Santiago Canyon College

Computer Science 120
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Lesson 6: 3- Introduction to Custom Classes



This project shows how to:

1. Add a new class to an existing project. Be sure to select Add | Class from your project. This opens the wizard.



1. Give it a name and check Inline. This makes a .h file only. Managed makes it a managed code class.
2. Your new class shows up under the Header files in Solution Explorer.
	1. You want to add the following to your new class. Here is an example of my DoMath class:

#pragma once //add this

#include "Form1.h" // make sure to reference the form where we will be calling this class from

Add These

using namespace System;

using namespace System::Windows::Forms; // so we can use messagebox

//make sure the class is public. It is created as private by default!

public ref class DoMath sealed

{

public:

 DoMath(void)

 {

 }

1. Now go into the Source Files in Solution Explorer and open your projects .cpp file. It will have the same name as your project. Add a compiler directive to add your new class after the ones that are already there.

#include "stdafx.h"

#include "Form1.h"

#include "DoMath.h"

1. Now you should be able to reference your new class from your main form.
2. I use the TryParse methods we used in the previous project.