

LECTURE SIX

MESSAGE BOX

6.1 Introduction

Message box is a predefined window, which displays some output. Message box displays text and waits for the response. The WINAPI provide this function called MessageBox() for creating Message Box.

The prototype of function MessageBox is:

```
Int MessageBox(HWND hwnd, LPCSTR lptext, LPCSTR lpcaption, UINT uTYPE)
```

- Hwnd handle to parent window
- lptext—This is a null-terminated string containing the text you want to display.
- lpcaption—This is a null-terminated string containing the caption for the message dialog box.
- uType—This is about the only exciting parameter of the bunch. It controls what kind of message box is displayed.

Take a look at Table 2.3 to see a (somewhat abridged) list of the various MessageBox() options.

TABLE 2.3 MessageBox() Options

Flag	Description
The following settings control the general style of the message box	
MB_OK	The message box contains one pushbutton: OK. This is the default.
MB_OKCANCEL	The message box contains two pushbuttons: OK and Cancel.
MB_RETRYCANCEL	The message box contains two pushbuttons: Retry and Cancel.
MB_YESNO	The message box contains two pushbuttons: Yes and No.
MB_YESNOCANCEL	The message box contains three pushbuttons: Yes, No, and Cancel.
MB_ABORTRETRYIGNORE	The message box contains three pushbuttons: Abort, Retry, and Ignore.
This group controls the addition of an icon to add a little "poor man's multimedia"	
MB_ICONEXCLAMATION	An exclamation-point icon appears in the message box.
MB_ICONINFORMATION	An icon consisting of a lowercase letter i in a circle appears in the message box.
MB_ICONQUESTION	A question-mark icon appears in the message box.
MB_ICONSTOP	A stop-sign icon appears in the message box.

The possible return values of the button pressed are

Button Pressed	Return Value
Abort	IDABORT
Retry	IDRETRY
Ignore	IDIGNORE
Cancel	IDCANCEL
No	IDNO
Yes	IDYES
OK	IDOK

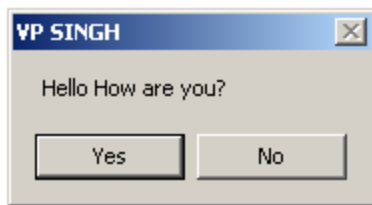
Following program will show the working of MessageBox.

```
//Program 6.1; Creation of predefined Window -MessageBox
```

```
#include <windows.h>
```

```
int WINAPI WinMain(HINSTANCE hInstance, HINSTANCE hPrevInstance,
char* lpLine, int nShow)
{
    MessageBox(NULL, "Hello How are you?", "VP SINGH", MB_YESNO);
    Return 0;
}
```

This program creates a message box



Following program Creates a message box with associated response.

```
//Program 6.2; Creation of predefined Window -MessageBox with response
```

```
#include <windows.h>
```

```
int WINAPI WinMain(HINSTANCE hInstance, HINSTANCE hPrevInstance,
char* lpLine, int nShow)
{
    int response;

    response=MessageBox(NULL, "Hello How are you?", "VP SINGH", MB_YESNO);
    if(response==IDYES)
    {
        MessageBox(NULL,"You have clicked YES", "VP SINGH", MB_OK);
    }
    if(response==IDNO)
    {
```

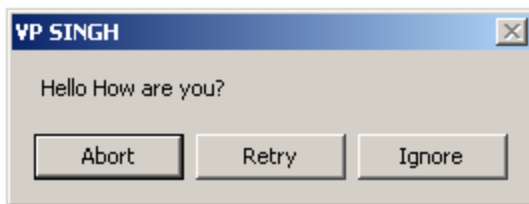
```
        MessageBox(NULL,"You have clicked NO", "VP SINGH", MB_OK);
    }
    return 0;
}
```

OUTPUT IS



6.2 Different Styles of buttons

MB_ABORTRETRYIGNORE



MB_RETRYCANCEL, MB_ICONEXCLAMATION

