

Construct an ActiveX control that displays the following data in its window.

Hello World from <i>Your Name</i>
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Replace the words *Your Name* with your own name.

Use the following steps to create your control.

1. Start Visual C++ Version 6.0
2. Close the tip of the day, if necessary.
3. From the *File* menu, select *New*
4. Make sure the *Projects* tab is displayed. Click on it if necessary.
5. On the right-hand side where it says "location" type in the name of the directory where you want to keep all your projects. This *cannot* be on a floppy! It must be on a hard disk or a zip disk or a network drive! The project directory for *Hello World* will be created in this directory.
6. In the box above, where it says "project name" type a name for your project. This name will be used as the name of your project directory, and the name of the OCX file that will be created by your project.
7. Go to the left-hand side and double-click on "MFC ActiveX Control Wizard"
8. Click on *Next*, then click on *Finish*, then click on *OK*.
9. You have just created your first ActiveX control. Now lets make it do something.
10. On the left-hand side of the screen, make sure the *Class* tab is selected.
11. At the top of this window, click on the + (if necessary) to display the list of classes in your project. Find the class named CxCtrl (where x is the name of your project.)
12. Click on the + in front of CxCtrl to display the members of this class.
13. Find the function OnDraw and double-click on it. This will display the code for the OnDraw function.
14. In the OnDraw function find the line that begins pdc->Ellipse(...
15. Delete this line and replace it with:  

```
    pdc->TextOut(0,0,"The Text you want to display");
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16. Compile your project by selecting *build x.ocx* from the Build menu. (*x* is the name of your project.)
17. Start Visual Basic, create a new program, and add an instance of your control to it to test it.
18. Turn in a print-out of the file *xCtl.cpp* (*x* is the name of your project), *xCtl.h*, and *x.odl*. Turn in a floppy with a copy of your *x.ocx* file. This file will be found in the *Debug* directory which is in your project directory. (These three files and the OCX will be required for all projects. When asked to turn in "the usual," this is what "the usual," is.)