```cpp
// Wizard.h : main header file for the WIZARD application
//

#if !defined(AFX_WIZARD_H__FA1D0725_A3A6_11D4_8F1A_B823F0548980__INCLUDED_)
#define AFX_WIZARD_H__FA1D0725_A3A6_11D4_8F1A_B823F0548980__INCLUDED_

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

#ifndef __AFXWIN_H__
        #error include 'stdafx.h' before including this file for PCH
#endif

#include "resource.h"        // main symbols

/////////////////////////////////////////////////////////////////////////////
// CWizardApp:
// See Wizard.cpp for the implementation of this class
//

class CWizardApp : public CWinApp
{
public:
        CWizardApp();

// Overrides
        // ClassWizard generated virtual function overrides
        //{{AFX_VIRTUAL(CWizardApp)
        public:
        virtual BOOL InitInstance();
        //}}AFX_VIRTUAL

// Implementation
        //{{AFX_MSG(CWizardApp)
        afx_msg void OnAppAbout();
        // 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_WIZARD_H__FA1D0725_A3A6_11D4_8F1A_B823F0548980__INCLUDED_)
```

```cpp
// Wizard.cpp : Defines the class behaviors for the application.
//

#include "stdafx.h"
#include "Wizard.h"

#include "MainFrm.h"
#include "ChildFrm.h"
#include "WizardDoc.h"
#include "WizardView.h"

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

/////////////////////////////////////////////////////////////////////////////
// CWizardApp

BEGIN_MESSAGE_MAP(CWizardApp, CWinApp)
        //{{AFX_MSG_MAP(CWizardApp)
        ON_COMMAND(ID_APP_ABOUT, OnAppAbout)
        // NOTE - the ClassWizard will add and remove mapping macros here.
        //    DO NOT EDIT what you see in these blocks of generated code!
        //}}AFX_MSG_MAP
        // Standard file based document commands
        ON_COMMAND(ID_FILE_NEW, CWinApp::OnFileNew)
        ON_COMMAND(ID_FILE_OPEN, CWinApp::OnFileOpen)
        // Standard print setup command
        ON_COMMAND(ID_FILE_PRINT_SETUP, CWinApp::OnFilePrintSetup)
END_MESSAGE_MAP()

/////////////////////////////////////////////////////////////////////////////
// CWizardApp construction

CWizardApp::CWizardApp()
{
        // TODO: add construction code here,
        // Place all significant initialization in InitInstance
}


/////////////////////////////////////////////////////////////////////////////
// The one and only CWizardApp object

CWizardApp theApp;
```

```cpp
/////////////////////////////////////////////////////////////////////////
// CWizardApp initialization

BOOL CWizardApp::InitInstance()
{
        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

        // Change the registry key under which our settings are stored.
        // TODO: You should modify this string to be something appropriate
        // such as the name of your company or organization.
        SetRegistryKey(_T("Local AppWizard-Generated Applications"));

        LoadStdProfileSettings(); // Load standard INI file options (including MRU)

        // Register the application's document templates.  Document templates
        // serve as the connection between documents, frame windows and views.

        CMultiDocTemplate* pDocTemplate;
        pDocTemplate = new CMultiDocTemplate(
                IDR_WIZARDTYPE,
                RUNTIME_CLASS(CWizardDoc),
                RUNTIME_CLASS(CChildFrame), // custom MDI child frame
                RUNTIME_CLASS(CWizardView));
        AddDocTemplate(pDocTemplate);

        // create main MDI Frame window
        CMainFrame* pMainFrame = new CMainFrame;
        if (!pMainFrame->LoadFrame(IDR_MAINFRAME))
                return FALSE;
        m_pMainWnd = pMainFrame;

        // Parse command line for standard shell commands, DDE, file open
        CCommandLineInfo cmdInfo;
        ParseCommandLine(cmdInfo);

        // Dispatch commands specified on the command line
        if (!ProcessShellCommand(cmdInfo))
                return FALSE;

        // The main window has been initialized, so show and update it.
        pMainFrame->ShowWindow(m_nCmdShow);
        pMainFrame->UpdateWindow();

        return TRUE;
}
```

```cpp
/////////////////////////////////////////////////////////////////////////
// CAboutDlg dialog used for App About

class CAboutDlg : public CDialog
{
public:
        CAboutDlg();

// Dialog Data
        //{{AFX_DATA(CAboutDlg)
        enum { IDD = IDD_ABOUTBOX };
        //}}AFX_DATA

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

// Implementation
protected:
        //{{AFX_MSG(CAboutDlg)
                // No message handlers
        //}}AFX_MSG
        DECLARE_MESSAGE_MAP()
};

CAboutDlg::CAboutDlg() : CDialog(CAboutDlg::IDD)
{
        //{{AFX_DATA_INIT(CAboutDlg)
        //}}AFX_DATA_INIT
}

void CAboutDlg::DoDataExchange(CDataExchange* pDX)
{
        CDialog::DoDataExchange(pDX);
        //{{AFX_DATA_MAP(CAboutDlg)
        //}}AFX_DATA_MAP
}


BEGIN_MESSAGE_MAP(CAboutDlg, CDialog)
        //{{AFX_MSG_MAP(CAboutDlg)
                // No message handlers
        //}}AFX_MSG_MAP
END_MESSAGE_MAP()

// App command to run the dialog
void CWizardApp::OnAppAbout()
{
        CAboutDlg aboutDlg;
        aboutDlg.DoModal();
}

/////////////////////////////////////////////////////////////////////////
// CWizardApp message handlers
```

```cpp
// WizardDoc.h : interface of the CWizardDoc class
//
/////////////////////////////////////////////////////////////////////////////

#if !defined(AFX_WIZARDDOC_H__FA1D072D_A3A6_11D4_8F1A_B823F0548980__INCLUDED_)
#define AFX_WIZARDDOC_H__FA1D072D_A3A6_11D4_8F1A_B823F0548980__INCLUDED_

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


class CWizardDoc : public CDocument
{
protected: // create from serialization only
        CWizardDoc();
        DECLARE_DYNCREATE(CWizardDoc)

// Attributes
public:

// Operations
public:

// Overrides
        // ClassWizard generated virtual function overrides
        //{{AFX_VIRTUAL(CWizardDoc)
        public:
        virtual BOOL OnNewDocument();
        virtual void Serialize(CArchive& ar);
        //}}AFX_VIRTUAL

// Implementation
public:
        virtual ~CWizardDoc();
#ifdef _DEBUG
        virtual void AssertValid() const;
        virtual void Dump(CDumpContext& dc) const;
#endif

protected:
// Generated message map functions
protected:
        //{{AFX_MSG(CWizardDoc)
        // 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_WIZARDDOC_H__FA1D072D_A3A6_11D4_8F1A_B823F0548980__INCLUDED_)
```

```cpp
// WizardDoc.cpp : implementation of the CWizardDoc class
//

#include "stdafx.h"
#include "Wizard.h"

#include "WizardDoc.h"

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

/////////////////////////////////////////////////////////////////////////////
// CWizardDoc

IMPLEMENT_DYNCREATE(CWizardDoc, CDocument)

BEGIN_MESSAGE_MAP(CWizardDoc, CDocument)
        //{{AFX_MSG_MAP(CWizardDoc)
        // NOTE - the ClassWizard will add and remove mapping macros here.
        //     DO NOT EDIT what you see in these blocks of generated code!
        //}}AFX_MSG_MAP
END_MESSAGE_MAP()

/////////////////////////////////////////////////////////////////////////////
// CWizardDoc construction/destruction

CWizardDoc::CWizardDoc()
{
        // TODO: add one-time construction code here

}

CWizardDoc::~CWizardDoc()
{
}

BOOL CWizardDoc::OnNewDocument()
{
        if (!CDocument::OnNewDocument())
                return FALSE;

        // TODO: add reinitialization code here
        // (SDI documents will reuse this document)

        return TRUE;
}
```

```
/////////////////////////////////////////////////////////////////////////
// CWizardDoc serialization

void CWizardDoc::Serialize(CArchive& ar)
{
        if (ar.IsStoring())
        {
                // TODO: add storing code here
        }
        else
        {
                // TODO: add loading code here
        }
}

/////////////////////////////////////////////////////////////////////////
// CWizardDoc diagnostics

#ifdef _DEBUG
void CWizardDoc::AssertValid() const
{
        CDocument::AssertValid();
}

void CWizardDoc::Dump(CDumpContext& dc) const
{
        CDocument::Dump(dc);
}
#endif //_DEBUG

/////////////////////////////////////////////////////////////////////////
// CWizardDoc commands
```

```
// WizardView.h : interface of the CWizardView class
//
/////////////////////////////////////////////////////////////////////////

#if
!defined(AFX_WIZARDVIEW_H__FA1D072F_A3A6_11D4_8F1A_B823F0548980__INCLUDED_)
#define AFX_WIZARDVIEW_H__FA1D072F_A3A6_11D4_8F1A_B823F0548980__INCLUDED_

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


class CWizardView : public CView
{
protected: // create from serialization only
        CWizardView();
        DECLARE_DYNCREATE(CWizardView)

// Attributes
public:
        CWizardDoc* GetDocument();

// Operations
public:

// Overrides
        // ClassWizard generated virtual function overrides
        //{{AFX_VIRTUAL(CWizardView)
        public:
        virtual void OnDraw(CDC* pDC);  // overridden to draw this view
        virtual BOOL PreCreateWindow(CREATESTRUCT& cs);
        protected:
        virtual BOOL OnPreparePrinting(CPrintInfo* pInfo);
        virtual void OnBeginPrinting(CDC* pDC, CPrintInfo* pInfo);
        virtual void OnEndPrinting(CDC* pDC, CPrintInfo* pInfo);
        //}}AFX_VIRTUAL

// Implementation
public:
        virtual ~CWizardView();
#ifdef _DEBUG
        virtual void AssertValid() const;
        virtual void Dump(CDumpContext& dc) const;
#endif

protected:

// Generated message map functions
protected:
        //{{AFX_MSG(CWizardView)
        // 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()
};

#ifndef _DEBUG  // debug version in WizardView.cpp
inline CWizardDoc* CWizardView::GetDocument()
```

```cpp
        { return (CWizardDoc*)m_pDocument; }
#endif

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

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

#endif //
!defined(AFX_WIZARDVIEW_H__FA1D072F_A3A6_11D4_8F1A_B823F0548980__INCLUDED_)
```

```cpp
// WizardView.cpp : implementation of the CWizardView class
//

#include "stdafx.h"
#include "Wizard.h"
#include "WizardDoc.h"
#include "WizardView.h"

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

IMPLEMENT_DYNCREATE(CWizardView, CView)

BEGIN_MESSAGE_MAP(CWizardView, CView)
        //{{AFX_MSG_MAP(CWizardView)
        // NOTE - the ClassWizard will add and remove mapping macros here.
        //    DO NOT EDIT what you see in these blocks of generated code!
        //}}AFX_MSG_MAP
        // Standard printing commands
        ON_COMMAND(ID_FILE_PRINT, CView::OnFilePrint)
        ON_COMMAND(ID_FILE_PRINT_DIRECT, CView::OnFilePrint)
        ON_COMMAND(ID_FILE_PRINT_PREVIEW, CView::OnFilePrintPreview)
END_MESSAGE_MAP()

/////////////////////////////////////////////////////////////////////////////
// CWizardView construction/destruction

CWizardView::CWizardView()
{
        // TODO: add construction code here

}

CWizardView::~CWizardView()
{
}

BOOL CWizardView::PreCreateWindow(CREATESTRUCT& cs)
{
        // TODO: Modify the Window class or styles here by modifying
```

```cpp
        //  the CREATESTRUCT cs

        return CView::PreCreateWindow(cs);
}

/////////////////////////////////////////////////////////////////////////////
// CWizardView drawing

void CWizardView::OnDraw(CDC* pDC)
{
        CWizardDoc* pDoc = GetDocument();
        ASSERT_VALID(pDoc);
        // TODO: add draw code for native data here
}

/////////////////////////////////////////////////////////////////////////////
// CWizardView printing

BOOL CWizardView::OnPreparePrinting(CPrintInfo* pInfo)
{
        // default preparation
        return DoPreparePrinting(pInfo);
}

void CWizardView::OnBeginPrinting(CDC* /*pDC*/, CPrintInfo* /*pInfo*/)
{
        // TODO: add extra initialization before printing
}

void CWizardView::OnEndPrinting(CDC* /*pDC*/, CPrintInfo* /*pInfo*/)
{
        // TODO: add cleanup after printing
}

/////////////////////////////////////////////////////////////////////////////
// CWizardView diagnostics

#ifdef _DEBUG
void CWizardView::AssertValid() const
{
        CView::AssertValid();
}

void CWizardView::Dump(CDumpContext& dc) const
{
        CView::Dump(dc);
}

CWizardDoc* CWizardView::GetDocument() // non-debug version is inline
{
        ASSERT(m_pDocument->IsKindOf(RUNTIME_CLASS(CWizardDoc)));
        return (CWizardDoc*)m_pDocument;
}
#endif //_DEBUG

/////////////////////////////////////////////////////////////////////////////
// CWizardView message handlers
```

```cpp
// MainFrm.h : interface of the CMainFrame class
//
/////////////////////////////////////////////////////////////////////////////

#if !defined(AFX_MAINFRM_H__FA1D0729_A3A6_11D4_8F1A_B823F0548980__INCLUDED_)
#define AFX_MAINFRM_H__FA1D0729_A3A6_11D4_8F1A_B823F0548980__INCLUDED_

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

class CMainFrame : public CMDIFrameWnd
{
        DECLARE_DYNAMIC(CMainFrame)
public:
        CMainFrame();

// Attributes
public:

// Operations
public:

// Overrides
        // ClassWizard generated virtual function overrides
        //{{AFX_VIRTUAL(CMainFrame)
        virtual BOOL PreCreateWindow(CREATESTRUCT& cs);
        //}}AFX_VIRTUAL

// Implementation
public:
        virtual ~CMainFrame();
#ifdef _DEBUG
        virtual void AssertValid() const;
        virtual void Dump(CDumpContext& dc) const;
#endif

protected:  // control bar embedded members
        CStatusBar  m_wndStatusBar;
        CToolBar    m_wndToolBar;

// Generated message map functions
protected:
        //{{AFX_MSG(CMainFrame)
        afx_msg int OnCreate(LPCREATESTRUCT lpCreateStruct);
        // 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_MAINFRM_H__FA1D0729_A3A6_11D4_8F1A_B823F0548980__INCLUDED_)
```

```cpp
// MainFrm.cpp : implementation of the CMainFrame class
//

#include "stdafx.h"
#include "Wizard.h"

#include "MainFrm.h"

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

/////////////////////////////////////////////////////////////////////////////
// CMainFrame

IMPLEMENT_DYNAMIC(CMainFrame, CMDIFrameWnd)

BEGIN_MESSAGE_MAP(CMainFrame, CMDIFrameWnd)
        //{{AFX_MSG_MAP(CMainFrame)
        // NOTE - the ClassWizard will add and remove mapping macros here.
        //     DO NOT EDIT what you see in these blocks of generated code !
        ON_WM_CREATE()
        //}}AFX_MSG_MAP
END_MESSAGE_MAP()

static UINT indicators[] =
{
        ID_SEPARATOR,           // status line indicator
        ID_INDICATOR_CAPS,
        ID_INDICATOR_NUM,
        ID_INDICATOR_SCRL,
};

/////////////////////////////////////////////////////////////////////////////
// CMainFrame construction/destruction

CMainFrame::CMainFrame()
{
        // TODO: add member initialization code here

}

CMainFrame::~CMainFrame()
{
}

int CMainFrame::OnCreate(LPCREATESTRUCT lpCreateStruct)
{
        if (CMDIFrameWnd::OnCreate(lpCreateStruct) == -1)
                return -1;

        if (!m_wndToolBar.CreateEx(this, TBSTYLE_FLAT, WS_CHILD | WS_VISIBLE |
                CBRS_TOP | CBRS_GRIPPER | CBRS_TOOLTIPS | CBRS_FLYBY |
                CBRS_SIZE_DYNAMIC) ||
                !m_wndToolBar.LoadToolBar(IDR_MAINFRAME))
        {
                TRACE0("Failed to create toolbar\n");
```

```cpp
                    return -1;        // fail to create
        }

        if (!m_wndStatusBar.Create(this) ||
                !m_wndStatusBar.SetIndicators(indicators,
                  sizeof(indicators)/sizeof(UINT)))
        {
                TRACE0("Failed to create status bar\n");
                return -1;        // fail to create
        }

        // TODO: Delete these three lines if you don't want the toolbar to
        //  be dockable
        m_wndToolBar.EnableDocking(CBRS_ALIGN_ANY);
        EnableDocking(CBRS_ALIGN_ANY);
        DockControlBar(&m_wndToolBar);

        return 0;
}

BOOL CMainFrame::PreCreateWindow(CREATESTRUCT& cs)
{
        if( !CMDIFrameWnd::PreCreateWindow(cs) )
                return FALSE;
        // TODO: Modify the Window class or styles here by modifying
        //  the CREATESTRUCT cs

        return TRUE;
}

/////////////////////////////////////////////////////////////////////////////
// CMainFrame diagnostics

#ifdef _DEBUG
void CMainFrame::AssertValid() const
{
        CMDIFrameWnd::AssertValid();
}

void CMainFrame::Dump(CDumpContext& dc) const
{
        CMDIFrameWnd::Dump(dc);
}

#endif //_DEBUG

/////////////////////////////////////////////////////////////////////////////
// CMainFrame message handlers
```

```cpp
// ChildFrm.h : interface of the CChildFrame class
//
/////////////////////////////////////////////////////////////////////////////

#if !defined(AFX_CHILDFRM_H__FA1D072B_A3A6_11D4_8F1A_B823F0548980__INCLUDED_)
#define AFX_CHILDFRM_H__FA1D072B_A3A6_11D4_8F1A_B823F0548980__INCLUDED_

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


class CChildFrame : public CMDIChildWnd
{
        DECLARE_DYNCREATE(CChildFrame)
public:
        CChildFrame();

// Attributes
public:

// Operations
public:

// Overrides
        // ClassWizard generated virtual function overrides
        //{{AFX_VIRTUAL(CChildFrame)
        virtual BOOL PreCreateWindow(CREATESTRUCT& cs);
        //}}AFX_VIRTUAL

// Implementation
public:
        virtual ~CChildFrame();
#ifdef _DEBUG
        virtual void AssertValid() const;
        virtual void Dump(CDumpContext& dc) const;
#endif

// Generated message map functions
protected:
        //{{AFX_MSG(CChildFrame)
        // 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_CHILDFRM_H__FA1D072B_A3A6_11D4_8F1A_B823F0548980__INCLUDED_)
```

```cpp
// ChildFrm.cpp : implementation of the CChildFrame class
//

#include "stdafx.h"
#include "Wizard.h"

#include "ChildFrm.h"

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

/////////////////////////////////////////////////////////////////////////////
// CChildFrame

IMPLEMENT_DYNCREATE(CChildFrame, CMDIChildWnd)

BEGIN_MESSAGE_MAP(CChildFrame, CMDIChildWnd)
        //{{AFX_MSG_MAP(CChildFrame)
        // NOTE - the ClassWizard will add and remove mapping macros here.
        //      DO NOT EDIT what you see in these blocks of generated code !
        //}}AFX_MSG_MAP
END_MESSAGE_MAP()

/////////////////////////////////////////////////////////////////////////////
// CChildFrame construction/destruction

CChildFrame::CChildFrame()
{
        // TODO: add member initialization code here

}

CChildFrame::~CChildFrame()
{
}

BOOL CChildFrame::PreCreateWindow(CREATESTRUCT& cs)
{
        // TODO: Modify the Window class or styles here by modifying
        //  the CREATESTRUCT cs

        if( !CMDIChildWnd::PreCreateWindow(cs) )
                return FALSE;

        return TRUE;
}


/////////////////////////////////////////////////////////////////////////////
// CChildFrame diagnostics

#ifdef _DEBUG
void CChildFrame::AssertValid() const
{
        CMDIChildWnd::AssertValid();
```

```cpp
}

void CChildFrame::Dump(CDumpContext& dc) const
{
        CMDIChildWnd::Dump(dc);
}

#endif //_DEBUG

/////////////////////////////////////////////////////////////////////////////
// CChildFrame message handlers
```

```cpp
// stdafx.h : include file for standard system include files,
//  or project specific include files that are used frequently, but
//      are changed infrequently
//

#if !defined(AFX_STDAFX_H__FA1D0727_A3A6_11D4_8F1A_B823F0548980__INCLUDED_)
#define AFX_STDAFX_H__FA1D0727_A3A6_11D4_8F1A_B823F0548980__INCLUDED_

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

#define VC_EXTRALEAN    // Exclude rarely-used stuff from Windows headers

#include <afxwin.h>         // MFC core and standard components
#include <afxext.h>         // MFC extensions
#include <afxdisp.h>        // MFC Automation classes
#include <afxdtctl.h> // MFC support for Internet Explorer 4 Common Controls
#ifndef _AFX_NO_AFXCMN_SUPPORT
#include <afxcmn.h>            // MFC support for Windows Common Controls
#endif // _AFX_NO_AFXCMN_SUPPORT


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

#endif //
!defined(AFX_STDAFX_H__FA1D0727_A3A6_11D4_8F1A_B823F0548980__INCLUDED_)
```

```cpp
// stdafx.cpp : source file that includes just the standard includes
//      Wizard.pch will be the pre-compiled header
//      stdafx.obj will contain the pre-compiled type information

#include "stdafx.h"
```