

4.6 Program Functions

Function	Parameters	Other Inputs	Value Returned	Other Outputs
ExecuteProgram	none	none	-1	none
ChangeProc	wParam, lParam	hWnd, UINT	INTPTR	none
SetButtonLayout	none	Vector<ButtonGroup>	-1	none
GoUserMode	none	none	1	none
GoAdminMode	none	none	1	none
WriteButtonGroupsToFile	string filename	Vector<ButtonGroup>	1	none
ReadButtonGroupsFromFile	string filename	none	1	none
tWinMain	LPTSTR, int	HINSTANCE	int	none
InitInstance	int nCmdShow	HINSTANCE hInstance	false	none
PasswordProc	wParam, lParam	hWnd, UINT	0	none
WndProc	wParam, lParam	hWnd, UINT	int	none

4.6.1 Class/Function Descriptions

- **Button Class:** This is the parent class for all of our sub-button classes. Mainly consists of a ParentWindow, ButtonWindow, ParentButton. Has a few variables that are currently not used but are in place for the future. Has all of the virtual default functions declared within the class.
- **ExecuteButton Class:** This is a child class of Button Class that allows programs to be executed. The member function ExecuteProgram() opens up programs with ShellExecute().
- **ChangeButton Class:** This is a child class of Button Class that modifies an ExecuteButton.
- **DeleteButton Class:** This is a child class of Button Class that deletes an entire ButtonGroup (which consists of a grouped Execute, Change, and Delete buttons) and deallocates the memory.
- **ButtonGroup Class:** A group of Execute, Change, and Delete buttons. Everytime a "button is created", it is a "ButtonGroup" rather than a single button. Button Groups are stored in a vector to allow for specific ordering.
- **ChangeProc Function:** A function that creates a Dialog Box and then receives parameters to change the button.