

*// Listing 21.5 The OnInitDialog() member function specifies the look and style of the Tab control*

```
BOOL CQue1Dlg::OnInitDialog()
{
    CDialog::OnInitDialog();

    // Set the icon for this dialog. The framework does this automatically
    // when the application's main window is not a dialog
    SetIcon(m_hIcon, TRUE); // Set big icon
    SetIcon(m_hIcon, FALSE); // Set small icon

    // Set the properties of the Spin Control
    m_spin1.SetRange(0, 100);
    m_spin1.SetBase(10);
    m_spin1.SetPos(1);

    // Set the properties of the Tab control

    TC_ITEM TabCtrlItem;
    TabCtrlItem.mask = TCIF_TEXT;
    TabCtrlItem.pszText = "Fish";
    m_que1_tab1.InsertItem( 0, &TabCtrlItem );
    TabCtrlItem.pszText = "Chicken";
    m_que1_tab1.InsertItem( 1, &TabCtrlItem );
    TabCtrlItem.pszText = "Beef";
    m_que1_tab1.InsertItem( 2, &TabCtrlItem );
    TabCtrlItem.pszText = "Pork";
    m_que1_tab1.InsertItem( 3, &TabCtrlItem );

    return TRUE; // return TRUE unless you set the focus to a control
}
```