

```
SetIcon(m_hIcon, FALSE);           // Set small icon
```

```

____ // TODO: Add extra initialization here

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

// If you add a minimize button to your dialog, you will need the code below
// to draw the icon. For MFC applications using the document/view model,
// this is automatically done for you by the framework.

void CQue1Dlg::OnPaint()
{
____ if (IsIconic())
____ {
____ CPaintDC dc(this); // device context for painting

____
____ SendMessage(WM_ICONERASEBKGND, (WPARAM) dc.GetSafeHdc(), 0);

____
____ // Center icon in client rectangle
____ int cxIcon = GetSystemMetrics(SM_CXICON);
____ int cyIcon = GetSystemMetrics(SM_CYICON);
____ CRect rect;
____ GetClientRect(&rect);
____ int x = (rect.Width() - cxIcon + 1) / 2;
____ int y = (rect.Height() - cyIcon + 1) / 2;

____
____ // Draw the icon
____ dc.DrawIcon(x, y, m_hIcon);
____ }
____ else
____ {
____ CDialog::OnPaint();
____ }
}

// The system calls this to obtain the cursor to display while the user drags
// the minimized window.
HCURSOR CQue1Dlg::OnQueryDragIcon()
{
____ return (HCURSOR) m_hIcon;
}

```