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Subject: Dialog boxes : why struc instead of class ?

Posted by [jibe](#) on Fri, 18 Mar 2011 09:04:43 GMT

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Hi,

In most examples, a dialog box is done this way :

```
struct MyDlg : public WithMydialogLayout<TopWindow> {  
...  
}
```

Why not use a class, something like this :

```
class MyDlg : public WithMydialogLayout<TopWindow> {  
public:  
...  
protected:  
...  
private:  
...  
}
```

This looks surprising for me, more especially when I see  
typedef MyStruc CLASSNAME;

The best reason is surely that it's working well this way, but it's very confusing for beginners !

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