

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Windows.Forms;
using Microsoft.DirectX; //OUR CODE
using Microsoft.DirectX.Direct3D; //OUR CODE
namespace p9
{
    Microsoft.DirectX.Direct3D.Device device; //OUR CODE
    Microsoft.DirectX.Direct3D.Texture texture; //OUR CODE
    Microsoft.DirectX.Direct3D.Font font; //OUR CODE
    public Form1()
    {
        InitializeComponent();
        InitDevice(); //OUR CODE
        InitFont(); //OUR CODE
        LoadTexture(); //OUR CODE
    }
    private void InitFont() //OUR CODE
    {
        System.Drawing.Font f = new System.Drawing.Font("Arial", 16f, FontStyle.Regular);
        font = new Microsoft.DirectX.Direct3D.Font(device, f);
    }
    private void LoadTexture() //OUR CODE
    {
        texture = TextureLoader.FromFile(device, "D:\\\\beach.jpg", 400, 400, 1, 0,
        Format.A8B8G8R8, Pool.Managed, Filter.Point, Filter.Point, Color.Transparent.ToArgb());
    }
    private void InitDevice() //OUR CODE
```

```
{
PresentParameters pp = new PresentParameters();
pp.Windowed = true;
pp.SwapEffect = SwapEffect.Discard;
device = new Device(0, DeviceType.Hardware, this,

CreateFlags.SoftwareVertexProcessing, pp);
}
private void Render() //OUR CODE
{
device.Clear(ClearFlags.Target, Color.Cyan, 0, 1);
device.BeginScene();
using (Sprite s = new Sprite(device))
{
s.Begin(SpriteFlags.AlphaBlend);
s.Draw2D(texture,, new Rectangle(0, 0,device.Viewport.Width, device.Viewport.Height),new
sizeF(), new Point(0, 0), 0f, new Point(0, 0),Color.White);
font.DrawText(s, "GAME PROGRAMMING", new Point(0, 0), Color.Black);
s.End();
}
device.EndScene();
device.Present();
}
private void Form1_Paint(object sender, PaintEventArgs e)
{
Render(); //OUR CODE
}
}
}
```