```csharp
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Text;
using System.Windows.Forms;
using Microsoft.DirectX;
using Microsoft.DirectX.Direct3D;
namespace practical1
{
        public partial class Form1 : Form
        {
        Microsoft.DirectX.Direct3D.Device device;
        public Form1()
        {
                InitializeComponent();
                InitDevice();
        }
        public void InitDevice()
        {
                PresentParameters pp = new PresentParameters();
                pp.Windowed = true;
                pp.SwapEffect = SwapEffect.Discard;
                device = new Device(0, DeviceType.Hardware, this,
                CreateFlags.HardwareVertexProcessing, pp);
        }
        private void Render()
        {
                device.Clear(ClearFlags.Target, Color.Orange, 0, 1);
                device.Present();
        }
```

```csharp
private void Form1_Load(object sender, EventArgs e)
{
}
private void Form1_Paint(object sender, PaintEventArgs e)
{
        Render();
}
}
}
```