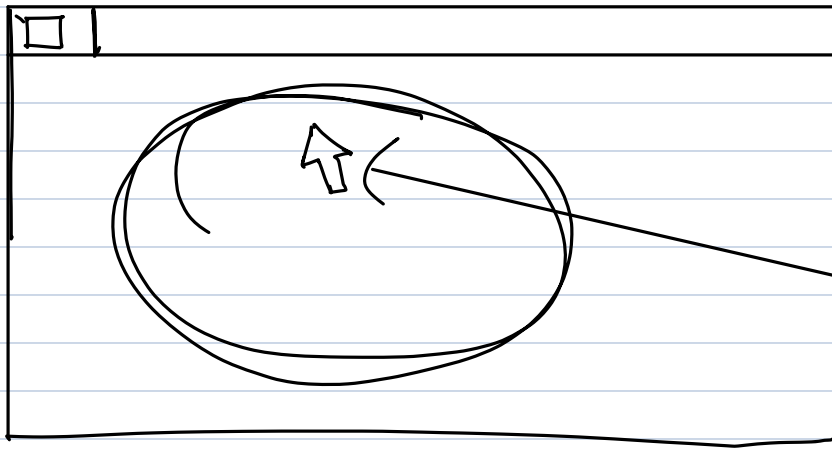


1) O.S. supply system calls.

2) Resource Implement.



Brush,

Icon.
Cursor.

Device
Context

GetStockObject() → Brush

LoadCursor() → Cursor

LoadIcon() → Icon

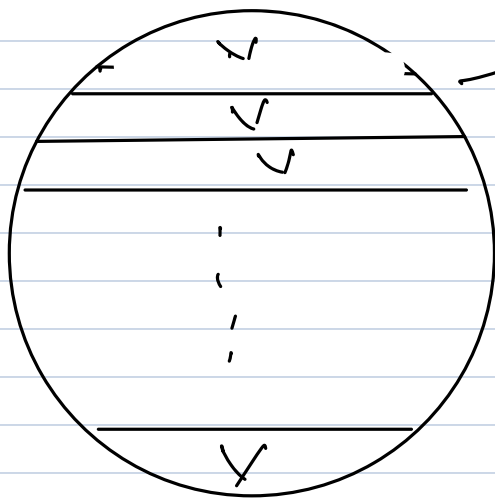
CreateWindowEx() ⇒ Window

BeginPaint() → Device Context

Q. 8.

Resource does not require
any user / user knowledge
to execute code

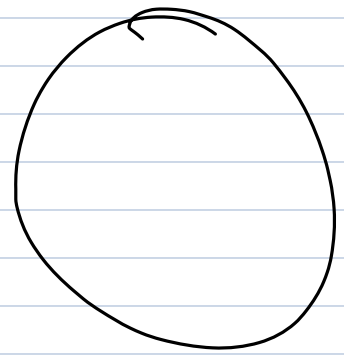
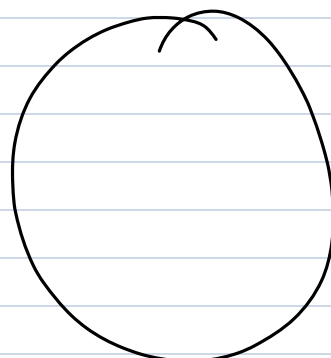
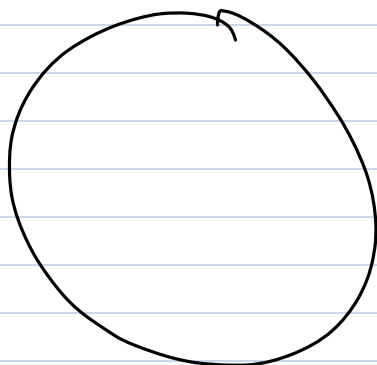
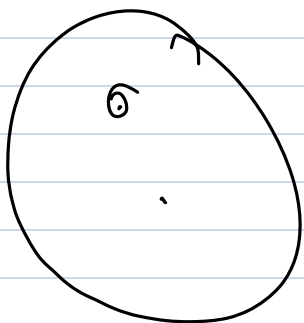
Resource =
Block of memory
containing various
information fields
which maintain the
state of resource

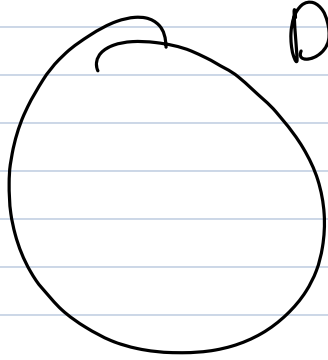


Bill / 272

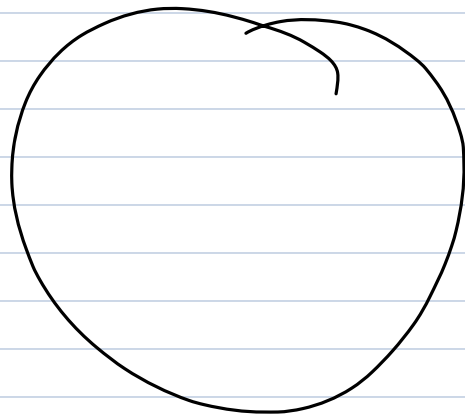
int color =

Brush Icon Window Cursor



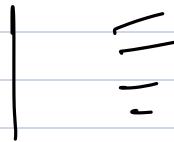


Design Context



Cabinet Minister

Design



UML
diagram

O.S. Resource:

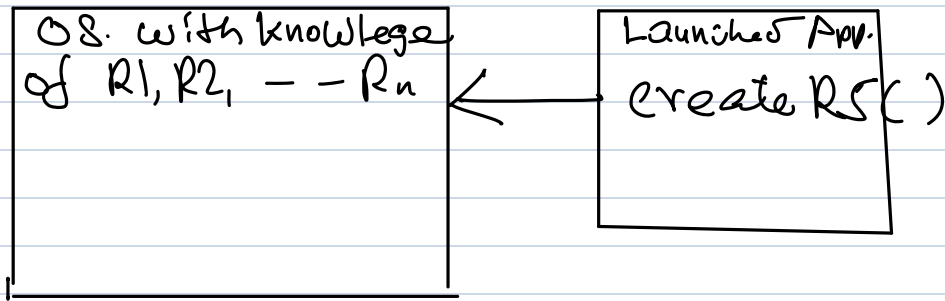
- 1) OS. has many resources implemented in it.
- 2) for every resource, there is a system call (API) to "Get" / "Create" the resource.

CreateWindowEx()

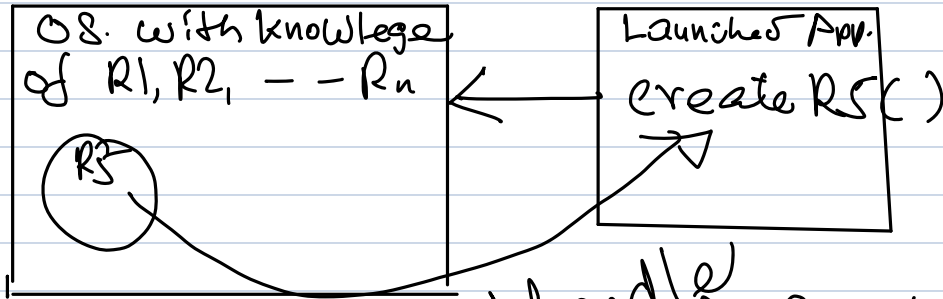
OS. with knowledge
of R_1, R_2, \dots, R_n

Launched App.

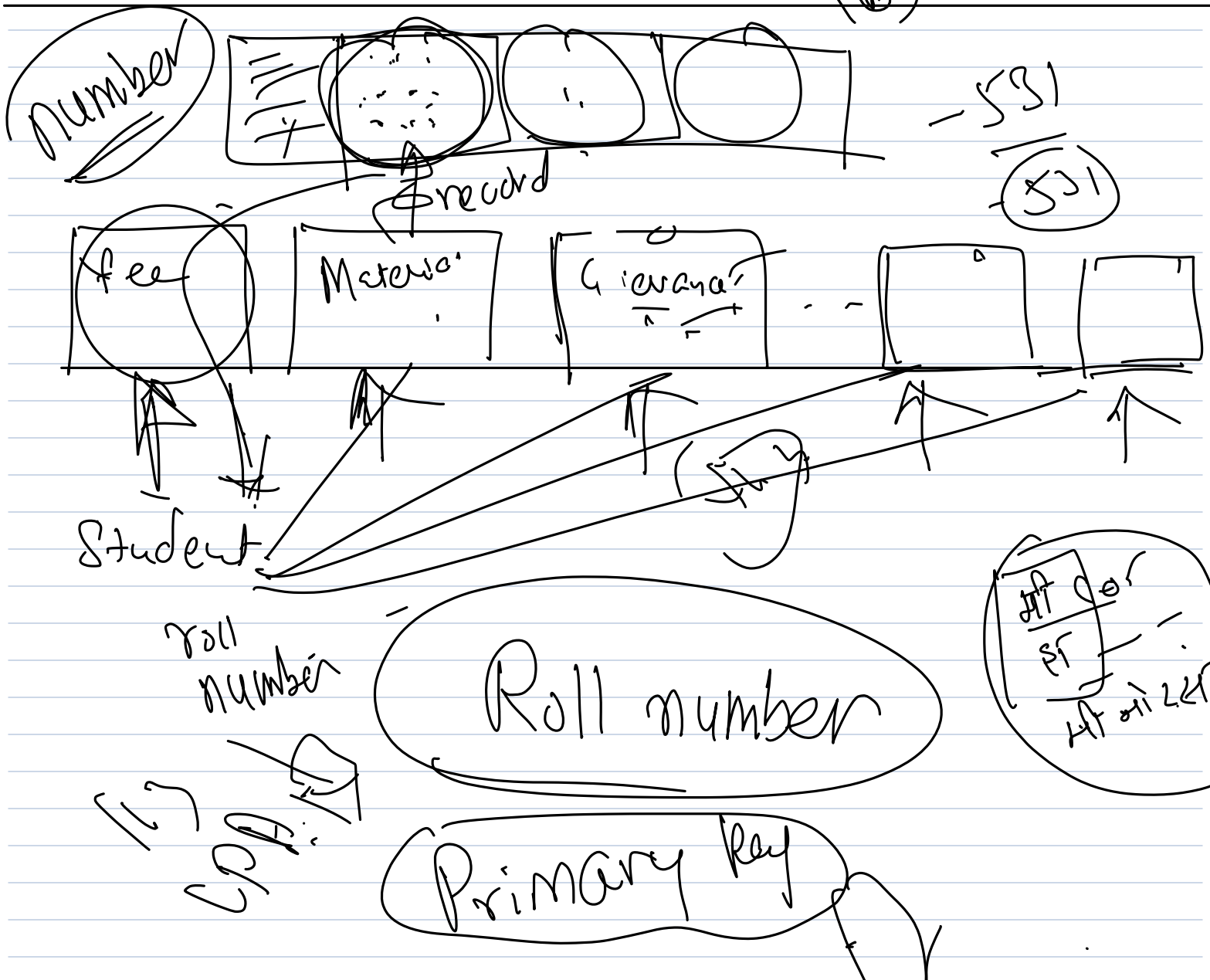
→ Stage 1



Stage ②.



Handle of Resource Stage - ③.





Handle in process relative

