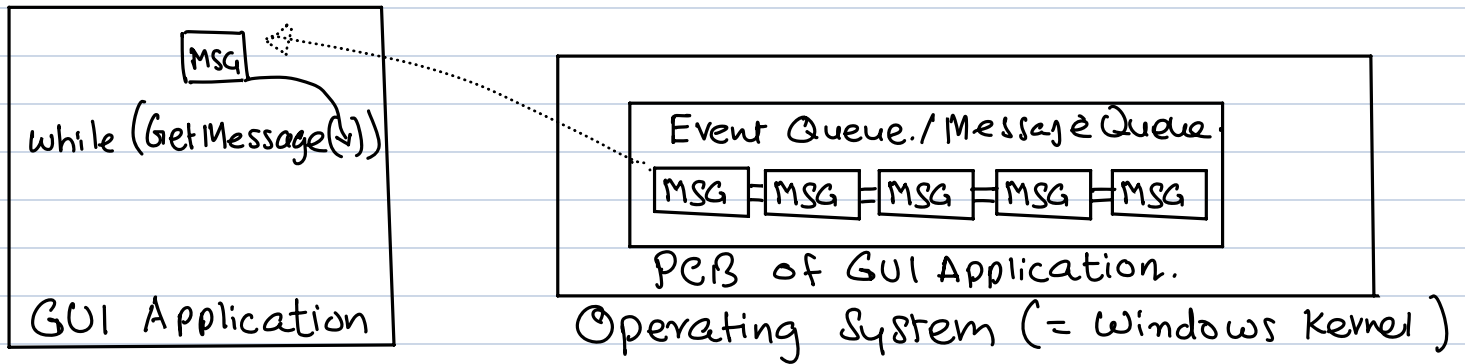


How event queue is managed?



→ All activities that can result in queueing the messages on the message queue?

- Hardware event

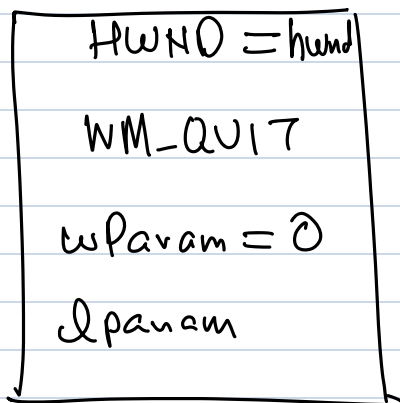
O.S. → H/W → Message Queue Population

- Win 32 API | Window system call |

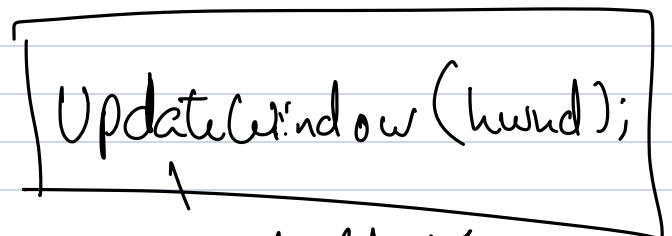
As a part of their algorithm

put messages on the message queue.

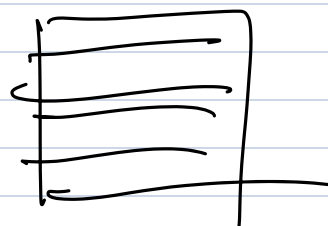
PostQuitMessage (0);



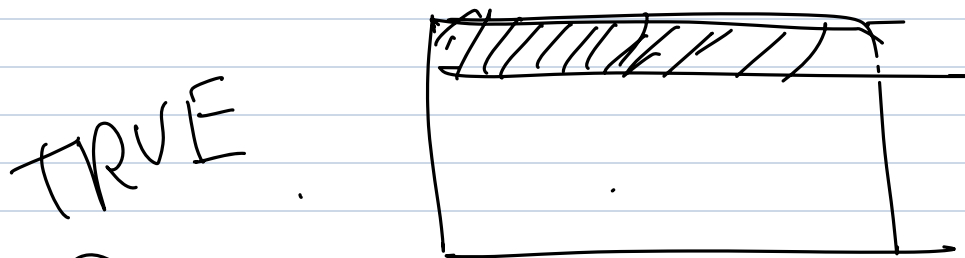
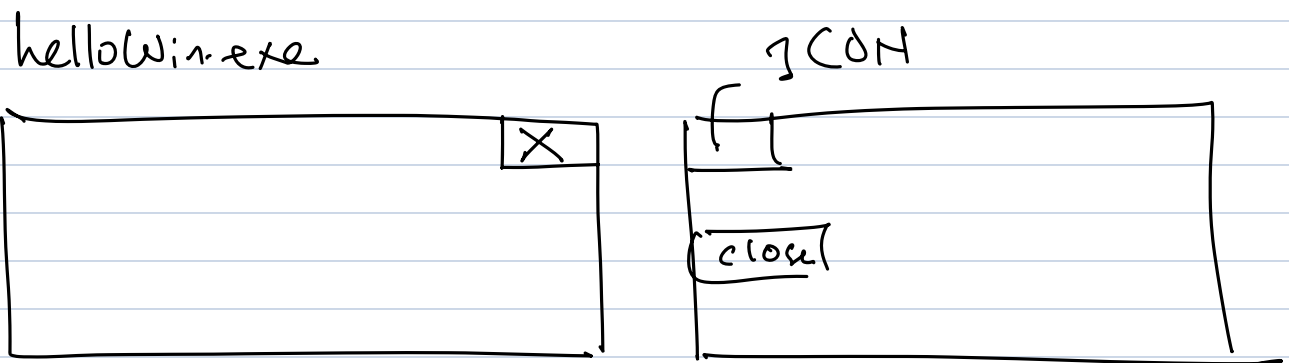
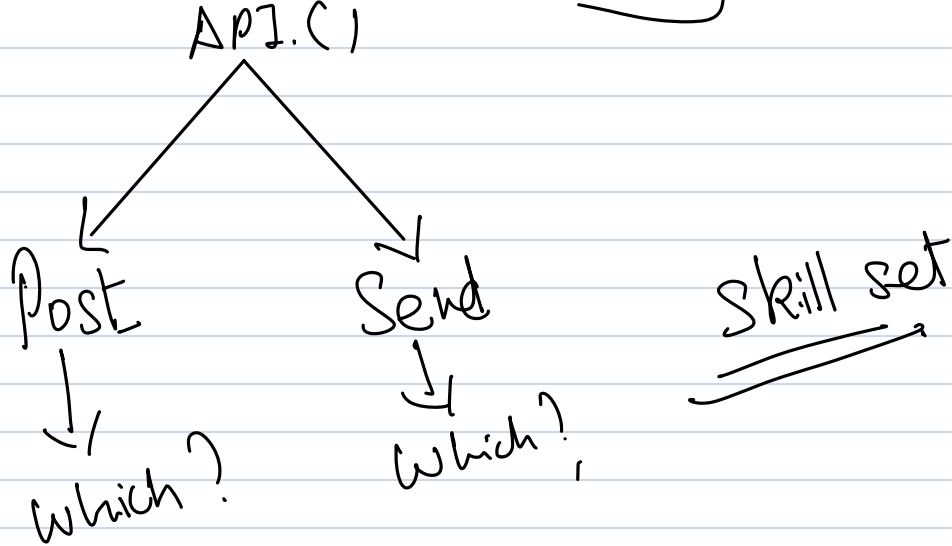
MSG.



WM_PAINT



DefWindowProc



① GetMessage (2, MSG, NULL, 0)

②

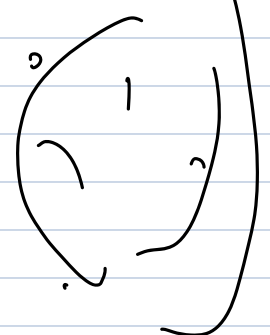
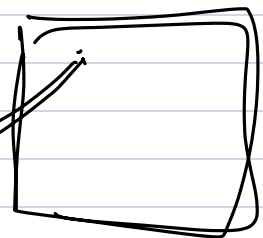
$MSG_0 \text{ or } MSG \neq WM_QUIT$

WM_CLOSE : WM_DESTROY

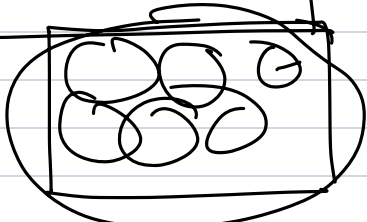
App terminate

Resources

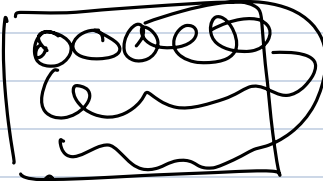
HWND



WM_CLOSE:



WM_DESTROY:



PostQuitMessage(0).

3

= 1 chapt

Post/Queued

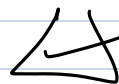
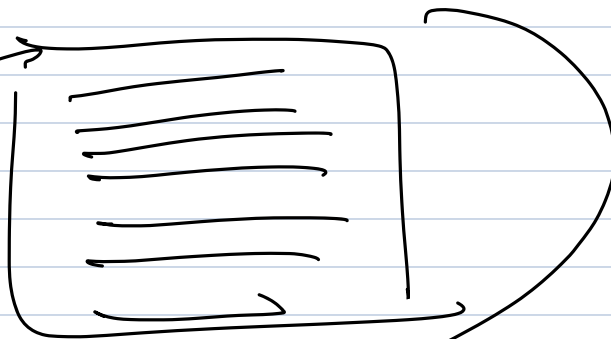
Sent

CreateWindowEx ()

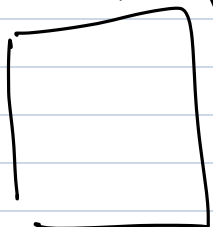
eax = hwnd

hwnd

~~Sends~~
~~WM_CREATE~~



WM_CREATE



wnd

Post/Queued

Sends

= style

Send

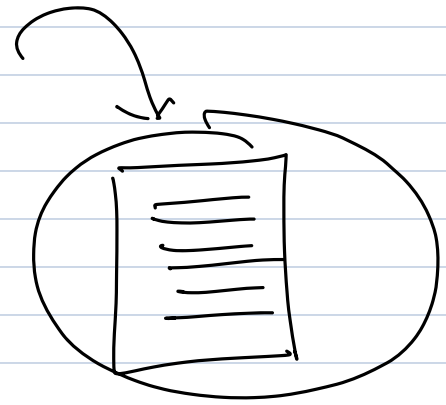
= verb

Def.

CreateWindowEx

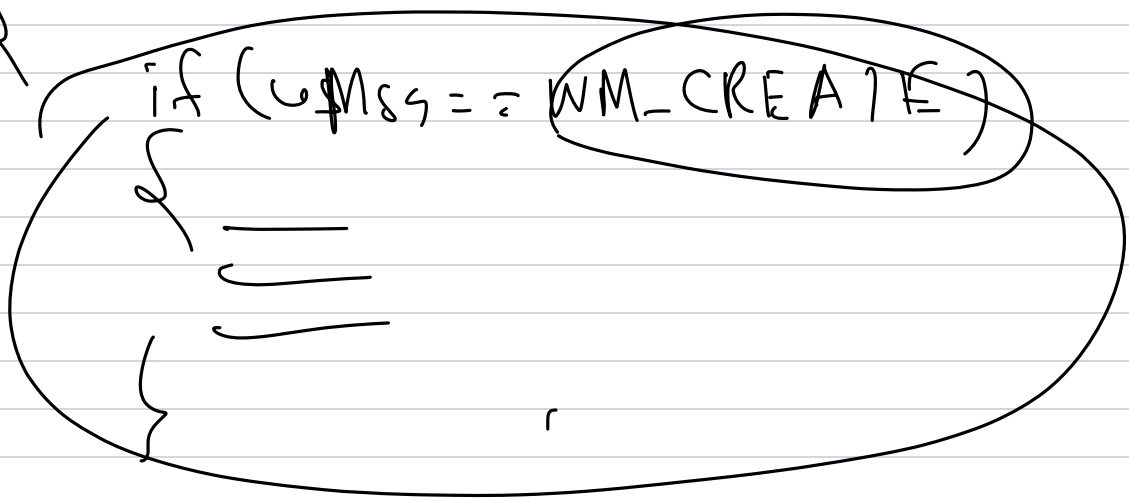


WM-CREATE



WndProc (

) Sent
Message



UpdateWindow(hwnd) .

MFC

QT

WinRT

Java AWT/Swing

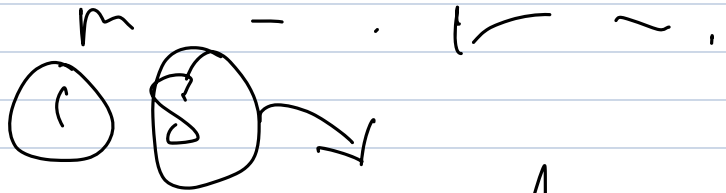
C#.Net

VB.Net

Python
HTML

Tuesday : hello Screenshots Soosky

SMU



m.

hwrd. n Show Chd

