**Application Programs using Windows API**

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In the previous session, we learned, in brief, about how to create a working window. In this session, we expand on the same.

Code for creating a working window:

WNDCLASS windowClass = { 0 };

windowClass.lpfnWndProc = &WindowProc;

windowClass.hInstance = hInstance;

windowClass.lpszClassName = "TestWindowProject";

RegisterClass(&windowClass);

HWND hWnd = CreateWindowEx(0, "TestWindowProject", "TestWindow", WS\_OVERLAPPEDWINDOW, CW\_USEDEFAULT, CW\_USEDEFAULT, CW\_USEDEFAULT, CW\_USEDEFAULT, NULL, NULL, hInstance, NULL);

if (hWnd == NULL) {

MessageBox(NULL, "Window Couldn't Be Created Successfully!", "WindowProgram", MB\_OK);

ExitProcess(1);

}

ShowWindow(hWnd, nShowCmd);

First, we discuss the parameters of CreateWindowEx(P1, P2, P3, P4, P5, P6, P7, P8, P9, P10, P11, P12); the only parameters to keep in mind for now are: P2, P3, P4 and P11. P2 is the class name. The class name given must be the same as the class name given to the WNDCLASS structure parameter lpszClassName. P3 is the window name. P4 are the styles of the window created (for now just one style is specified: WS\_OVERLAPPEDWINDOW). P11 is the instance of our program, which is the hInstance parameter of WinMain(…) (WinMain is the main function for WinAPI Applications). The parameters P5 through P8 are the dimensions of the window and its position on the screen, which can be CW\_USEDEFAULT for the default values. The WNDCLASS structure parameter hInstance can be the same value given to P11 parameter of CreateWindowEx(…). The value to be given to the parameter lpfnWndProc should be discussed in the our next session as we need to create a window procedure function that is needed for processing certain window messages sent by the system and give the pointer of that function to the aforementioned parameter.

In the next session, we will make the window procedure that is needed for window class register function and discuss what else is needed for making a functioning window.