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01. #define UNICODE
02. #include<windows.h>
03.
04. LRESULT CALLBACK WndProc(HWND, UINT, WPARAM, LPARAM);
05.
06. int WINAPI WinMain (HINSTANCE hInstance, HINSTANCE hPrevInstance,
    LPSTR lpCmdLine, int nCmdShow) {
07.     // Local Variables //
08.     WNDCLASSEX wndclass;
09.     HWND hwnd;
10.     MSG msg;
11.     TCHAR AppName[] = TEXT("Windows");
12.
13.     wndclass.cbSize = sizeof(WNDCLASSEX);
14.     wndclass.style = CS_HREDRAW | CS_VREDRAW;
15.     wndclass.cbClsExtra = 0;
16.     wndclass.cbWndExtra = 0;
17.     wndclass.lpszClassName = AppName;
18.     wndclass.lpszMenuName = NULL;
19.     wndclass.lpfnWndProc = WndProc;
20.     wndclass.hInstance = hInstance;
21.     wndclass.hbrBackground = (HBRUSH)GetStockObject(WHITE_BRUSH);
22.     wndclass.hIcon = LoadIcon(hInstance,TEXT("IDI_ICON1"));
23.     wndclass.hIconSm = LoadIcon(NULL,IDI_APPLICATION);
24.     wndclass.hCursor = LoadCursor(NULL,IDC_ARROW);
25.
26.     RegisterClassEx(&wndclass);
27.
28.     hwnd = CreateWindow(AppName,
29.     TEXT("First Window"),
30.     WS_OVERLAPPEDWINDOW,
31.     CW_USEDEFAULT,
32.     CW_USEDEFAULT,
33.     CW_USEDEFAULT,
34.     CW_USEDEFAULT,
35.     NULL,
36.     NULL,
37.     hInstance,
38.     NULL);
39.
40.     if (NULL == hwnd) {
41.     MessageBox(NULL, TEXT("Window Not Created"), TEXT("Error..."), 0);
42.     exit(0);
43.     }
44.
45.     ShowWindow(hwnd,nCmdShow);
46.     UpdateWindow(hwnd);
47.
48.     while (GetMessage(&msg, NULL, 0, 0)) {
49.     TranslateMessage(&msg);

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50. DispatchMessage(&msg);
51. }
52.
53. return((int)msg.wParam);
54. //Previously in Visual Studio 6
55. //return(msg.wParam);
56. }
57.
58. // Window Procedure
59. LRESULT CALLBACK WndProc(HWND hwnd, UINT iMsg, WPARAM wParam,
    LPARAM lParam) {
60.     switch (iMsg) {
61.     case WM_DESTROY:
62.         PostQuitMessage(0);
63.         break;
64.     }
65.     return(DefWindowProc(hwnd,iMsg,wParam,lParam));
66. }
```