Cross.

// rohit.cpp : Defines the entry point for the application.

#include "stdafx.h"

#include "rohit.h"

#define MAX\_LOADSTRING 100

// Global Variables:

HINSTANCE hInst; // current instance

TCHAR szTitle[MAX\_LOADSTRING]; // The title bar text

TCHAR szWindowClass[MAX\_LOADSTRING]; // the main window class name

// Forward declarations of functions included in this code module:

ATOM MyRegisterClass(HINSTANCE hInstance);

BOOL InitInstance(HINSTANCE, int);

LRESULT CALLBACK WndProc(HWND, UINT, WPARAM, LPARAM);

INT\_PTR CALLBACK About(HWND, UINT, WPARAM, LPARAM);

int APIENTRY \_tWinMain(HINSTANCE hInstance,

HINSTANCE hPrevInstance,

LPTSTR lpCmdLine,

int nCmdShow)

{

UNREFERENCED\_PARAMETER(hPrevInstance);

UNREFERENCED\_PARAMETER(lpCmdLine);

// TODO: Place code here.

MSG msg;

HACCEL hAccelTable;

// Initialize global strings

LoadString(hInstance, IDS\_APP\_TITLE, szTitle, MAX\_LOADSTRING);

LoadString(hInstance, IDC\_OMKAR, szWindowClass, MAX\_LOADSTRING);

MyRegisterClass(hInstance);

// Perform application initialization:

if (!InitInstance (hInstance, nCmdShow))

{

return FALSE;

}

hAccelTable = LoadAccelerators(hInstance, MAKEINTRESOURCE(IDC\_OMKAR));

// Main message loop:

while (GetMessage(&msg, NULL, 0, 0))

{

if (!TranslateAccelerator(msg.hwnd, hAccelTable, &msg))

{

TranslateMessage(&msg);

DispatchMessage(&msg);

}

}

return (int) msg.wParam;

}

// FUNCTION: MyRegisterClass()

// PURPOSE: Registers the window class.

// COMMENTS:

// This function and its usage are only necessary if you want this code

// to be compatible with Win32 systems prior to the 'RegisterClassEx'

// function that was added to Windows 95. It is important to call this function

// so that the application will get 'well formed' small icons associated

// with it.

ATOM MyRegisterClass(HINSTANCE hInstance)

{

WNDCLASSEX wcex;

wcex.cbSize = sizeof(WNDCLASSEX);

wcex.style = CS\_HREDRAW | CS\_VREDRAW;

wcex.lpfnWndProc = WndProc;

wcex.cbClsExtra = 0;

wcex.cbWndExtra = 0;

wcex.hInstance = hInstance;

wcex.hIcon = LoadIcon(hInstance, MAKEINTRESOURCE(IDI\_OMKAR));

wcex.hCursor = LoadCursor(NULL, IDC\_ARROW);

wcex.hbrBackground = (HBRUSH)(COLOR\_WINDOW+1);

wcex.lpszMenuName = MAKEINTRESOURCE(IDC\_OMKAR);

wcex.lpszClassName = szWindowClass;

wcex.hIconSm = LoadIcon(wcex.hInstance, MAKEINTRESOURCE(IDI\_SMALL));

return RegisterClassEx(&wcex);

}

// FUNCTION: InitInstance(HINSTANCE, int)

// PURPOSE: Saves instance handle and creates main window

// COMMENTS:

// In this function, we save the instance handle in a global variable and

// create and display the main program window.

BOOL InitInstance(HINSTANCE hInstance, int nCmdShow)

{

HWND hWnd;

hInst = hInstance; // Store instance handle in our global variable

hWnd = CreateWindow(szWindowClass, szTitle, WS\_OVERLAPPEDWINDOW,

CW\_USEDEFAULT, 0, CW\_USEDEFAULT, 0, NULL, NULL, hInstance, NULL);

if (!hWnd)

{

return FALSE;

}

ShowWindow(hWnd, nCmdShow);

UpdateWindow(hWnd);

return TRUE;

}

//

// FUNCTION: WndProc(HWND, UINT, WPARAM, LPARAM)

// PURPOSE: Processes messages for the main window.

// WM\_COMMAND - process the application menu

// WM\_PAINT - Paint the main window

// WM\_DESTROY - post a quit message and return

LRESULT CALLBACK WndProc(HWND hWnd, UINT message, WPARAM wParam, LPARAM lParam)

{

int wmId, wmEvent;

PAINTSTRUCT ps;

HDC hdc;

POINT pt[12];

pt[0].x=150;

pt[0].y=350;

pt[1].x=150;

pt[1].y=300;

pt[2].x=100;

pt[2].y=300;

pt[3].x=100;

pt[3].y=200;

pt[4].x=150;

pt[4].y=200;

pt[5].x=150;

pt[5].y=150;

pt[6].x=300;

pt[6].y=150;

pt[7].x=300;

pt[7].y=200;

pt[8].x=350;

pt[8].y=200;

pt[9].x=350;

pt[9].y=300;

pt[10].x=300;

pt[10].y=300;

pt[11].x=300;

pt[11].y=350;

switch (message)

{

case WM\_COMMAND:

wmId = LOWORD(wParam);

wmEvent = HIWORD(wParam);

// Parse the menu selections:

switch (wmId)

{

case IDM\_ABOUT:

DialogBox(hInst, MAKEINTRESOURCE(IDD\_ABOUTBOX), hWnd, About);

break;

case IDM\_EXIT:

DestroyWindow(hWnd);

break;

default:

return DefWindowProc(hWnd, message, wParam, lParam);

}

break;

case WM\_PAINT:

hdc = BeginPaint(hWnd, &ps);

// TODO: Add any drawing code here...

Polygon(hdc,pt,12);

EndPaint(hWnd, &ps);

break;

case WM\_DESTROY:

PostQuitMessage(0);

break;

default:

return DefWindowProc(hWnd, message, wParam, lParam);

}

return 0;

}

// Message handler for about box.

INT\_PTR CALLBACK About(HWND hDlg, UINT message, WPARAM wParam, LPARAM lParam)

{

UNREFERENCED\_PARAMETER(lParam);

switch (message)

{

case WM\_INITDIALOG:

return (INT\_PTR)TRUE;

case WM\_COMMAND:

if (LOWORD(wParam) == IDOK || LOWORD(wParam) == IDCANCEL)

{

EndDialog(hDlg, LOWORD(wParam));

return (INT\_PTR)TRUE;

}

break;

}

return (INT\_PTR)FALSE;

}

Output:

