**Comp4995 Assignment#1**

**Purpose**: Exposure to setting up a DirectX 9.0 environment.

**Description**: The program will use the DirectX fullscreen environment, load in a bitmap and display it, and display the frame rate in the top right corner. Any size bitmap should be displayable (stretched/shrunk to fit). Do NOT stretch/shrink every frame – do this only once. Work should be done **using C++ and DirectX 9.0. NO C code!!!!**

The bitmap should be easily changed using either command line start-up (with a defined default), or a constant file name at the TOP of the MAIN program file.

**Marking**

Bitmap displayed 15%

Fast Frame rate 15% (not constantly stretching)

Frame Rate displayed 10%

Style/comments 10% (header for each function giving descriptions for each param, return value, and purpose of function)

**Due: January 24 in lab via a demo – code handed in to D2L**