DC：device context

要在哪儿绘图，就需要获取哪儿的DC

HDC hDc = GetDC(hWnd); //客户区域DC

HDC hWndDC = GetWindowDC(hWnd); //窗口DC

ReleaseDC(hWnd, hDc);

获取hWnd的DC：

HDC hDc = BeginPaint(hWnd, &ps);

//在BeginPaint和EndPaint之间画图

EndPaint(hWnd, &ps);

tagPOINT pt;

MoveToEx(hdc, 100, 0, &pt);

LineTo(hdc, 100, 100);

DC默认情况下有一个画笔，每个DC必须要有一个画笔

HPEN hPen = CreatePen(PS\_SOLID, 3, RGB(200,50,50));

HPEN hOldPen = (HPEN)SelectObject(hdc, hPen);

//执行绘制

//恢复画笔

SelectObject(hdc, hOldPen);

DeleteObject(hPen);

HBRUSH hBrush = CreateSolidBrush(RGB(255,0,0));

SelectObject(hDc, hBrush);

Rectangle(hDc, 0, 0, 50, 50);

DeleteObject(hBrush);

ReleaseDC(hWnd, hDC);

创建透明画刷：

HBRUSH hBrush = (HBRUSH)GetStockObject(NULL\_BRUSH);