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);

画图：

加载图片资源；

创建兼容的内存DC

将图片选在内存DC上

然后将内存DC的图片信息拷贝到绘制的DC上

hdc = BeginPaint(hWnd, &ps);

HBITMAP hBitmap = (HBITMAP)LoadImage(NULL, \_T(“backImage.bmp”), IMAGE\_BITMAP, 0,0,LR\_LOADFROMFILE);

HDC hDcTmp = CreateCompatibleDC(hdc);

SelectObject(hDcTmp, hBitmap);

BITMAP bitInfo; //如果有需要，获取Bitmap的信息

GetObject(hBitmap, sizeof(BITMAP), &bitInfo);

BitBlt(hdc, 100, 100, bitInfo.bmWidth, bitInfo.bmHeight, hDcTemp, 0，0，SRCCOPY)

DeleteObject(hBitmap);

DeleteObject(hDcTemp);

设置文字背景： SetBkMod(hdc, TRANSPARENT);

设置文字颜色：SetTextColor(hdc, RGB(255,0,0));

TextOut(hdc, x, y, \_T(“第一个文字”), lstrlen(\_T(“第一个文字”)));