void drawGround(HDC hdc) {

//земля

HPEN hGround;

hGround = CreatePen(PS\_SOLID, 3, RGB(34, 139, 34));

SelectObject(hdc, hGround);

MoveToEx(hdc, 0, 525, NULL);

LineTo(hdc, 1400, 525);

}

//дом

void drawHouse(HDC hdc) {

HPEN hHouse;

hHouse = CreatePen(PS\_SOLID, 3, RGB(200, 162, 200));

SelectObject(hdc, hHouse);

MoveToEx(hdc, 150, 350, NULL);

LineTo(hdc, 275, 250);

LineTo(hdc, 400, 350);

LineTo(hdc, 400, 525);

LineTo(hdc, 150, 525);

LineTo(hdc, 150, 350);

LineTo(hdc, 400, 350);

MoveToEx(hdc, 225, 400, NULL);

LineTo(hdc, 225, 475);

LineTo(hdc, 325, 475);

LineTo(hdc, 325, 400);

LineTo(hdc, 225, 400);

MoveToEx(hdc, 275, 400, NULL);

LineTo(hdc, 275, 475);

MoveToEx(hdc, 275, 425, NULL);

LineTo(hdc, 325, 425);

}

void drawEve(HDC hdc) {

//елкa

HPEN hEve;

hEve = CreatePen(PS\_SOLID, 3, RGB(45, 87, 44));

SelectObject(hdc, hEve);

MoveToEx(hdc, 450, 525, NULL);

LineTo(hdc, 525, 450);

LineTo(hdc, 600, 525);

LineTo(hdc, 450, 525);

MoveToEx(hdc, 575, 450, NULL);

LineTo(hdc, 525, 400);

LineTo(hdc, 475, 450);

LineTo(hdc, 575, 450);

MoveToEx(hdc, 550, 400, NULL);

LineTo(hdc, 525, 375);

LineTo(hdc, 500, 400);

LineTo(hdc, 550, 400);

}

void drawCar(HDC hdc) {

//машина

HBRUSH hBrush;

HPEN hPen = CreatePen(PS\_SOLID, 3, RGB(128, 0, 0));

SelectObject(hdc, hPen);

hBrush = CreateSolidBrush(RGB(255, 126, 54));

SelectObject(hdc, hBrush);

Rectangle(hdc, 700, 450, 950, 500);

MoveToEx(hdc, 750, 450, NULL);

LineTo(hdc, 800, 400);

LineTo(hdc, 900, 400);

LineTo(hdc, 950, 450);

hPen = CreatePen(PS\_SOLID, 5, RGB(0, 0, 128));

SelectObject(hdc, hPen);

hBrush = CreateHatchBrush(HS\_FDIAGONAL, RGB(255, 0, 0));

SelectObject(hdc, hBrush);

Ellipse(hdc, 725, 475, 775, 525);

hPen = CreatePen(PS\_SOLID, 5, RGB(0, 128, 0));

SelectObject(hdc, hPen);

hBrush = CreateHatchBrush(HS\_FDIAGONAL, RGB(255, 225, 0));

SelectObject(hdc, hBrush);

Ellipse(hdc, 875, 475, 925, 525);

}

void drawTree(HDC hdc) {

//дерево

HPEN hTree;

hTree = CreatePen(PS\_SOLID, 3, RGB(45, 87, 44));

SelectObject(hdc, hTree);

MoveToEx(hdc, 75, 525, NULL);

LineTo(hdc, 75, 325);

MoveToEx(hdc, 75, 500, NULL);

LineTo(hdc, 100, 475);

MoveToEx(hdc, 75, 475, NULL);

LineTo(hdc, 25, 450);

MoveToEx(hdc, 75, 450, NULL);

LineTo(hdc, 115, 425);

MoveToEx(hdc, 75, 425, NULL);

LineTo(hdc, 20, 400);

MoveToEx(hdc, 75, 375, NULL);

LineTo(hdc, 95, 350);

}

void drawVehicle(HDC hdc) {

//транспортное средство

HBRUSH hcar1;

hcar1 = CreateSolidBrush(RGB(225, 235, 245));

SelectObject(hdc, hcar1);

Rectangle(hdc, 1050, 350, 1175, 500);

HBRUSH hcar2;

hcar2 = CreateSolidBrush(RGB(15, 114, 113));

SelectObject(hdc, hcar2);

Rectangle(hdc, 1175, 440, 1400, 500);

HBRUSH hcar3;

hcar3 = CreateSolidBrush(RGB(255, 255, 255));

SelectObject(hdc, hcar3);

Rectangle(hdc, 1050, 350, 1125, 425);

Ellipse(hdc, 1075, 460, 1140, 525);

Ellipse(hdc, 1275, 475, 1325, 525);

Ellipse(hdc, 1325, 475, 1375, 525);

}

void drawBush(HDC hdc) {

int x1 = 400, y1 = 150;

int x2 = 500, y2 = 250;

do {

MoveToEx(hdc, x1, y1, NULL);

LineTo(hdc, x2, y2);

x1 += 30;

} while (x1 <= 600);

}

void drawGrass(HDC hdc)

{

int x3 = 25, y3 = 525;

int x4 = 25, y4 = 500;

do {

MoveToEx(hdc, x3, y3, NULL);

LineTo(hdc, x4, y4);

x3 += 20;

x4 += 20;

} while (x3 <= 1400);

}

//6.4

void drawFence(HDC hdc) {

int x7 = 150, y7 = 0;

int x8 = 150, y8 = 100;

do {

HPEN hFence;

hFence = CreatePen(PS\_SOLID, 6, RGB(30, 70, 60));

SelectObject(hdc, hFence);

MoveToEx(hdc, x7, y7, NULL);

LineTo(hdc, x8, y8);

x7 += 25;

x8 += 25;

} while (x7 <= 450);

}

void drawBush2(HDC hdc) {

int x5 = 0, y5 = 250;

int x6 = 100, y6 = 250;

do {

MoveToEx(hdc, x5, y5, NULL);

LineTo(hdc, x6, y6);

x5 += 25;

y5 -= 50;

} while (x5 <= 100);

x5 = 100, y5 = 50;

do {

MoveToEx(hdc, x5, y5, NULL);

LineTo(hdc, x6, y6);

x5 += 25;

y5 += 50;

} while (x5 <= 200);

}

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

//

// ЦЕЛЬ: Обрабатывает сообщения в главном окне.

//

// WM\_COMMAND - обработать меню приложения

// WM\_PAINT - Отрисовка главного окна

// WM\_DESTROY - отправить сообщение о выходе и вернуться

//

//

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

{

switch (message)

{

case WM\_COMMAND:

{

int wmId = LOWORD(wParam);

// Разобрать выбор в меню:

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:

{

PAINTSTRUCT ps;

HDC hdc = BeginPaint(hWnd, &ps);

drawGround(hdc);

drawHouse(hdc);

drawEve(hdc);

drawCar(hdc);

drawTree(hdc);

drawVehicle(hdc);

drawBush(hdc);

drawGrass(hdc);

drawFence(hdc);

drawBush2(hdc);