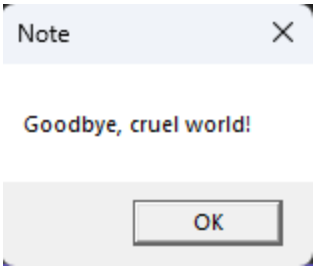
The simplest Win32 program

```
#include <windows.h>

int WINAPI WinMain(HINSTANCE hInstance, HINSTANCE hPrevInstance,
    LPSTR LpCmdLine, int nCmdShow)
    {
        MessageBox(NULL, "Goodbye, cruel world!", "Note", MB_OK);
        return 0;
    }
```



`HINSTACNE hInstance`

Handle to the program executable module (.exe in memory)

`HINSTANCE hPrevInstance`

Always NULL for Win32 programs.(It used to be useful for Win16 programs)

`LPSTR LpCmdLine`

Program arguments as a single string(This does not include the program name

`int nCmdShow`

Integer value that might be passed to `ShowWindow()` , It records if the window is minimized, maximized or shown normally. (source)

`WINAPI` specifies the calling convention and is defined as `__stdcall`. ← TWO(2) underscores `_`

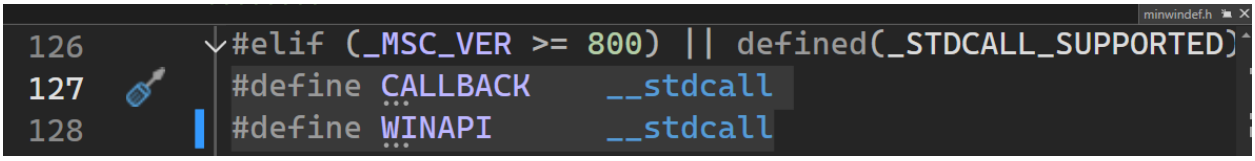
Syntax

> return-type __stdcall function-name[(argument-list)]

`int WINAPI WinMain()`

See: __stdcall

Is in simple words a convention on how the code will be handled in assembly. 99.99% of the time I'll only care about `WINAPI` and `CALLBACK` which are just syntactic sugar for `__stdcall`



Win32 Data Types

See : **Windows Data Types**

`LPCSTR` is the `char*` of windows means LongPointer(Deprecated terminology), Constant, String

A pointer to a constant null-terminated string of 8-bit Windows (ANSI) characters. For more information, see Character Sets Used By Fonts.

There is a Unicode Version `LSCTSTR`

The `T` comes from this `T`ypedef defined in `WinNT.h` which defines UNICODE

```
#ifdef UNICODE
 typedef LPCWSTR LPCTSTR;
#else
 typedef LPCSTR LPCTSTR;
#endif
```