#include <Windows.h>

#include "resource.h"

LRESULT CALLBACK WndProc(HWND, UINT, WPARAM, LPARAM);

wchar\_t \*szappname;

int WINAPI WinMain(HINSTANCE hinstance, HINSTANCE hprrevinstance, PSTR szcmdline, int icmdshow)

{

WNDCLASS wndclass;

struct wpas{

int x;

int y;

int height;

int width;

}wndposandsize;

MSG msg;

HWND hwnd;

wndposandsize = {100,100,400,400};

szappname = TEXT("IDR\_MENU1");

ZeroMemory(&wndclass,sizeof(WNDCLASS));

wndclass.style = CS\_HREDRAW | CS\_VREDRAW;

wndclass.lpfnWndProc = WndProc;

wndclass.hInstance = hinstance;

wndclass.hIcon = LoadIcon(NULL, IDI\_APPLICATION);

wndclass.hCursor = LoadCursor(NULL, IDC\_ARROW);

wndclass.lpszClassName = szappname;

wndclass.lpszMenuName = szappname;

wndclass.hbrBackground = (HBRUSH)GetStockObject(WHITE\_BRUSH);

RegisterClass(&wndclass);

hwnd = CreateWindow(szappname, TEXT("keke"), WS\_BORDER | WS\_VISIBLE | WS\_VSCROLL| WS\_OVERLAPPED, wndposandsize.x, wndposandsize.y,

wndposandsize.width, wndposandsize.height, NULL, NULL, hinstance, NULL);

ShowWindow(hwnd,TRUE);

while (GetMessage(&msg, NULL, 0, 0))

{

TranslateMessage(&msg);

DispatchMessage(&msg);

}

}

LRESULT CALLBACK WndProc(HWND hwnd, UINT message, WPARAM wparam, LPARAM lparam)

{

switch (message)

{

case WM\_CREATE:

return 0;

case WM\_DESTROY:

PostQuitMessage(0);

return 0;

case WM\_PAINT:

return 0;

case WM\_VSCROLL:

return 0;

default:

return DefWindowProc(hwnd, message, wparam, lparam);

};

return 0;

}