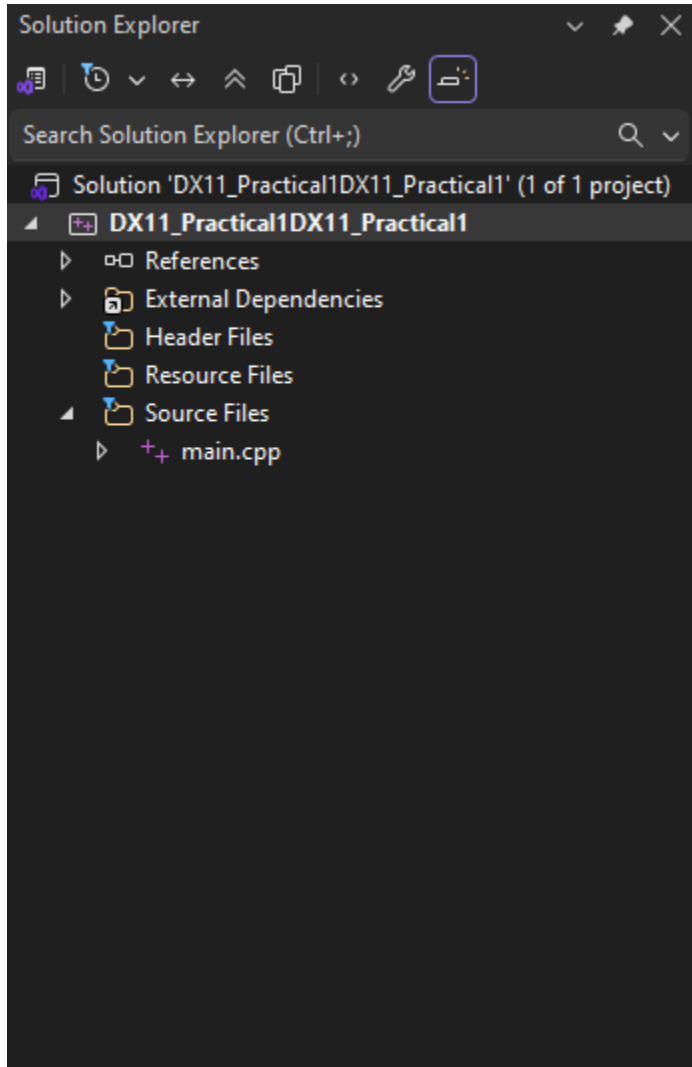# Practical 1: Setup DirectX 11, Window Framework and Initialize Direct3D Device

Structure:

Code:

```cpp
// Entry point
int WINAPI WinMain(HINSTANCE hInstance, HINSTANCE, LPSTR, int nCmdShow)
{
    if (FAILED(InitWindow(hInstance, nCmdShow)))
        return 0;
    if (FAILED(InitD3D()))
        return 0;
    // Main message loop
    MSG msg = { 0 };
    while (WM_QUIT != msg.message)
    {
        if (PeekMessage(&msg, nullptr, 0, 0, PM_REMOVE))
        {
            TranslateMessage(&msg);
            DispatchMessage(&msg);
        }
        else
        {
            Render(); // Our rendering function
        }
    }
    Cleanup();
    return (int)msg.wParam;
}

HRESULT InitWindow(HINSTANCE hInstance, int nCmdShow)
{
    // Window class
```


What's New?   main.cpp   TextFile1.txt

DX11_Practical1DX11_Practical1   (Global Scope)   Cleanup()

```cpp
43
44      HRESULT InitWindow(HINSTANCE hInstance, int nCmdShow)
45      {
46          // Window class
47          WNDCLASSEX wc = { 0 };
48          wc.cbSize = sizeof(WNDCLASSEX);
49          wc.style = CS_HREDRAW | CS_VREDRAW;
50          wc.lpfnWndProc = WndProc;
51          wc.hInstance = hInstance;
52          wc.hCursor = LoadCursor(nullptr, IDC_ARROW);
53          wc.hbrBackground = (HBRUSH)(COLOR_WINDOW + 1);
54          wc.lpszClassName = L"DX11WindowClass";
55          if (!RegisterClassEx(&wc))
56              return E_FAIL;
57          // Create window
58          RECT rc = { 0, 0, 800, 600 }; // width = 800, height = 600
59          AdjustWindowRect(&rc, WS_OVERLAPPEDWINDOW, FALSE);
60          g_hWnd = CreateWindow(
61              L"DX11WindowClass",
62              L"DirectX 11 Practical 1",
63              WS_OVERLAPPEDWINDOW,
64              CW_USEDEFAULT, CW_USEDEFAULT,
65              rc.right - rc.left,
66              rc.bottom - rc.top,
67              nullptr,
68              nullptr,
69              hInstance,
70              nullptr
71          );
72          if (!g_hWnd)
73              return E_FAIL;
74          ShowWindow(g_hWnd, nCmdShow);
```

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Output

Error List   Output