

```
1 #include <DxLib.h>
2 #include <stdio.h>
3
4 int WINAPI WinMain(HINSTANCE hInstance, HINSTANCE hPrevInstance, LPSTR lpCmdLine, int
nCmdShow)
5 {
6     ChangeWindowMode(TRUE);
7     SetGraphMode(640, 480, 32);
8     SetOutApplicationLogValidFlag(FALSE);
9     if (DxLib_Init() == 1) { return -1; }
10
11     int ii = 0, aa = 1;
12
13     while (ProcessMessage() == 0) {
14         ClearDrawScreen();
15         SetDrawScreen(DX_SCREEN_BACK);
16
17         DrawCircle(100, 100, 30, GetColor(ii, 0, 0), 0);
18         DrawCircle(300, 100, 30, GetColor(ii, 255, 0), 1);
19         DrawBox(50, 300, 100, 400, GetColor(0, 0, ii), 1);
20         DrawLine(200, 300, 400, 400, GetColor(0, 255, ii), 1);
21         ii = ii + aa;
22         if (ii > 254) aa = -1;
23         else if (ii < 1) aa = 1;
24
25         ScreenFlip();
26     }
27     DxLib_End();
28     return 0;
29 }
```