Difference between OpenGL and DirectX.

It appears that to use DirectX I would need to use C++ not C#. Visual studio express does not support DirectX with C#. This means that if I wanted to program in C# I wouldn’t be able to do it.

<http://stackoverflow.com/questions/12835847/using-directx-with-visual-studio-2012>

<http://www.microsoft.com/en-gb/download/details.aspx?id=6812>

<http://www.opentk.com/> - The Open Toolkit Library

There is another

<http://www.riemers.net/eng/Tutorials/DirectX/Csharp/Series1/tut1.php> - this contradicts the other source. Visual studio .net supports