#ifndef RUNNER\_FLUTTER\_WINDOW\_H\_

#define RUNNER\_FLUTTER\_WINDOW\_H\_

#include <flutter/dart\_project.h>

#include <flutter/flutter\_view\_controller.h>

#include <memory>

#include "win32\_window.h"

// A window that does nothing but host a Flutter view.

class FlutterWindow : public Win32Window {

public:

// Creates a new FlutterWindow hosting a Flutter view running |project|.

explicit FlutterWindow(const flutter::DartProject& project);

virtual ~FlutterWindow();

protected:

// Win32Window:

bool OnCreate() override;

void OnDestroy() override;

LRESULT MessageHandler(HWND window, UINT const message, WPARAM const wparam,

LPARAM const lparam) noexcept override;

private:

// The project to run.

flutter::DartProject project\_;

// The Flutter instance hosted by this window.

std::unique\_ptr<flutter::FlutterViewController> flutter\_controller\_;

};

#endif // RUNNER\_FLUTTER\_WINDOW\_H\_