#include <flutter/dart\_project.h>

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

#include <windows.h>

#include "flutter\_window.h"

#include "utils.h"

int APIENTRY wWinMain(\_In\_ HINSTANCE instance, \_In\_opt\_ HINSTANCE prev,

\_In\_ wchar\_t \*command\_line, \_In\_ int show\_command) {

// Attach to console when present (e.g., 'flutter run') or create a

// new console when running with a debugger.

if (!::AttachConsole(ATTACH\_PARENT\_PROCESS) && ::IsDebuggerPresent()) {

CreateAndAttachConsole();

}

// Initialize COM, so that it is available for use in the library and/or

// plugins.

::CoInitializeEx(nullptr, COINIT\_APARTMENTTHREADED);

flutter::DartProject project(L"data");

std::vector<std::string> command\_line\_arguments =

GetCommandLineArguments();

project.set\_dart\_entrypoint\_arguments(std::move(command\_line\_arguments));

FlutterWindow window(project);

Win32Window::Point origin(10, 10);

Win32Window::Size size(1280, 720);

if (!window.Create(L"moneyexchanger", origin, size)) {

return EXIT\_FAILURE;

}

window.SetQuitOnClose(true);

::MSG msg;

while (::GetMessage(&msg, nullptr, 0, 0)) {

::TranslateMessage(&msg);

::DispatchMessage(&msg);

}

::CoUninitialize();

return EXIT\_SUCCESS;

}