# OOP Mini project

Title : Tic-Tac-Toe using Windows API

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Pre-Requisites- Windows API Win-32 Project

Visual studio 2015 Edition and above

Features used:

Windows API:

Windows API, informally known as WinAPI , is Microsoft’s core set of application programming interface available in the Microsoft Windows Operating systems.

The name Windows API collectively refers to several different platforms implementations that are often referred to aby their own names.

Header files included:

#include"stdafx.h"

#include"windowsx.h"

#include"Project1.h"

1] stdafx.h header file:

Stdafx.h is a precompiled header. It includes file for standard system and for project-specific include files that that are used frequently but changed infrequently, which reduces compile time and unnecessary processing.

2] windowsx.h header file:

windows.h is a Windows specific header file for C and C++ programming languages which contains declarations for all of the functions in the Windows API, all the common macros used by Windows programmers, and all the data types used by various functions and subsystems.

Functions used:

* GetClientRect //used to get the client i.e main rectangle pointer
* SetRectEmpty // used to deallocate the rectangle pointer
* FillRect //used to fill any rectangle with rectangle pointer as a paramteter
* SetTextColor //sets text color using various MACROS
* SetBkMode //Sets background color
* DrawText //draws text using x and y co-ordinates
* RGB Macro //stands for Red,Green and Blue, used to manipulate colours

Conclusion:

In this project we studied basics of Windows API and also implemented basic graphics using the screen coordinate system also used various functions to manipulate the screen.