

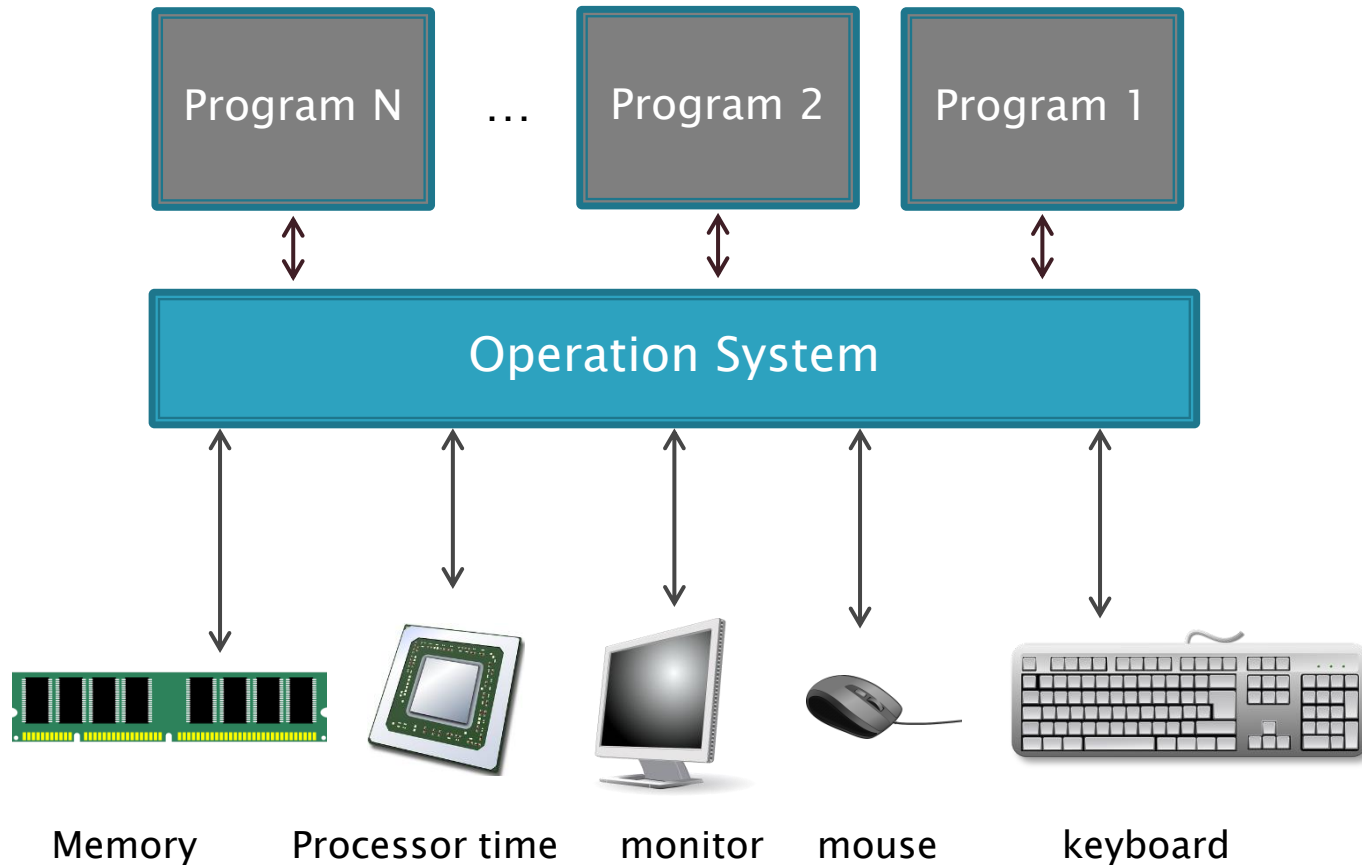
Becoming independent

Windows API introduction

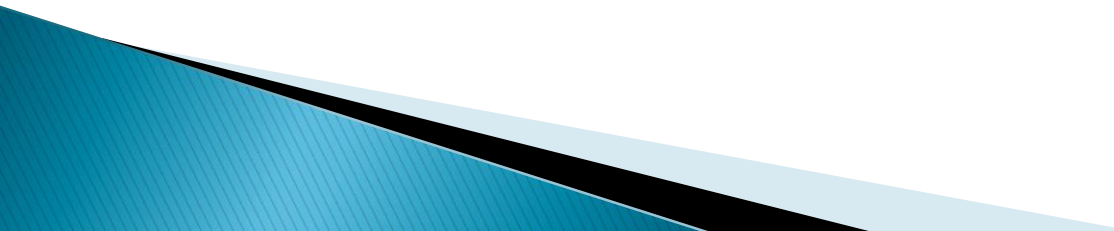
Getting Along

- ▶ Your program lives together with other programs on the same computer.
- ▶ How do the programs get along?
 - How can more than one program run on the same processor?
 - Which program gets to read the mouse movements at a specific moment?
 - Who gets to write to a specific pixel on the screen?
- ▶ The operation system has full control over the computer.
 - It shares the resources between the programs.
 - Programs have to send “requests” to the operation system.

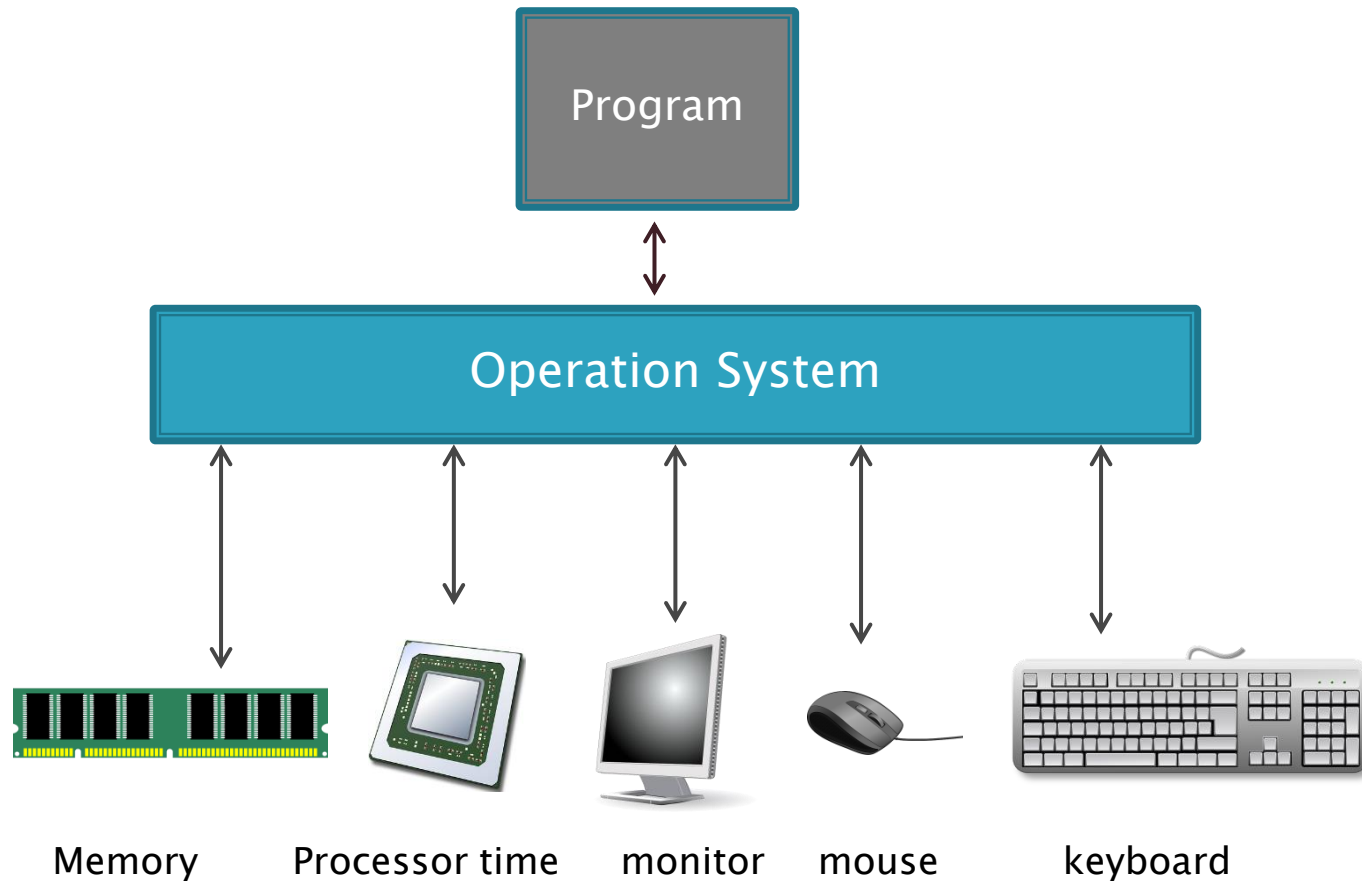
Getting Along (Cont.)



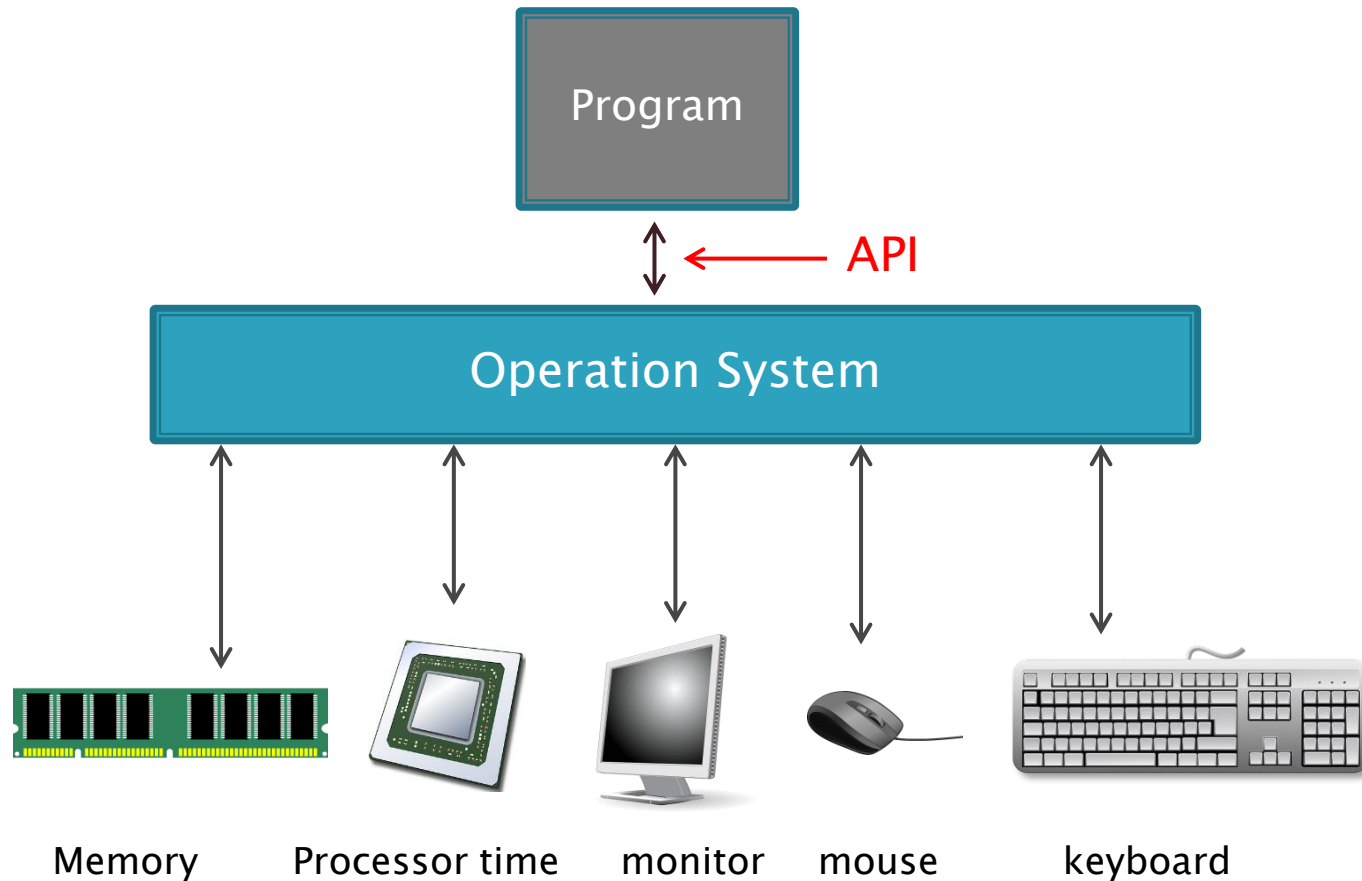
Talking to the OS

- ▶ Your program has no direct access to the system resources.
 - In the past, programs did have such direct access.
 - ▶ Instead, programs can only communicate with the operation system.
 - ▶ Communication is done using special functions called API functions.
 - API – Application Programming Interface.
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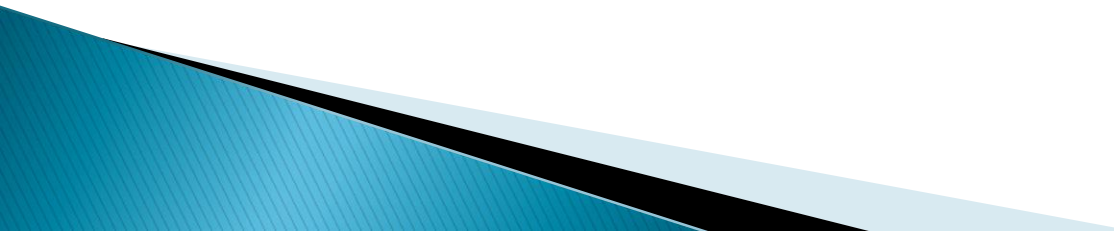
Talking to the OS (Cont.)



Talking to the OS (Cont.)



Windows API

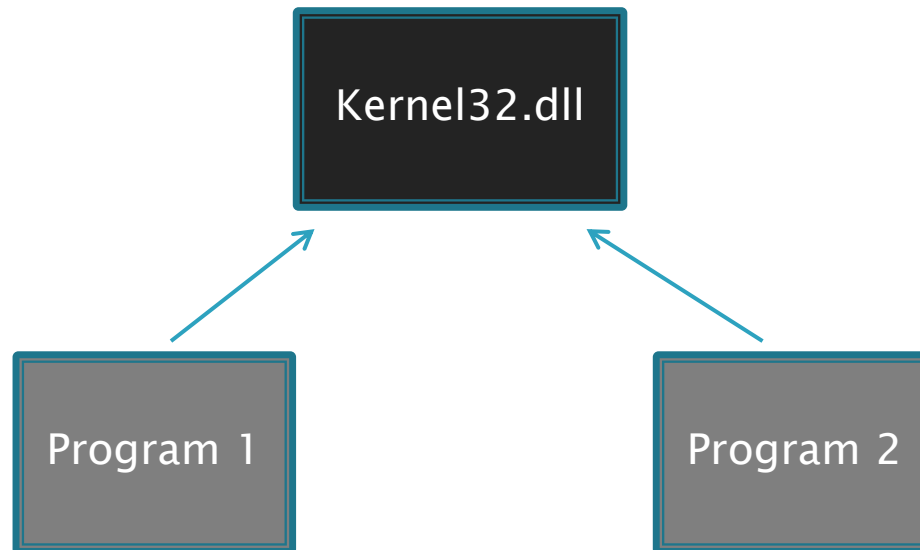
- ▶ A set of functions provided by the Windows operation system.
 - Used to communicate with the Windows operation system.
 - ▶ Show up in the form of DLL files.
 - ▶ Follow the STDCALL convention.
 - ▶ Almost every windows program relies on a few API functions.
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DLLs

- ▶ DLL – Dynamic Link Library.
- ▶ An executable file (PE) without an entry point.
 - Contains functions.
- ▶ Other programs can “link” to DLL files.
 - In order to use their functions.
- ▶ Shared libraries
 - Only one instance of a DLL is loaded to physical memory – To save space.

DLLs (Cont.)

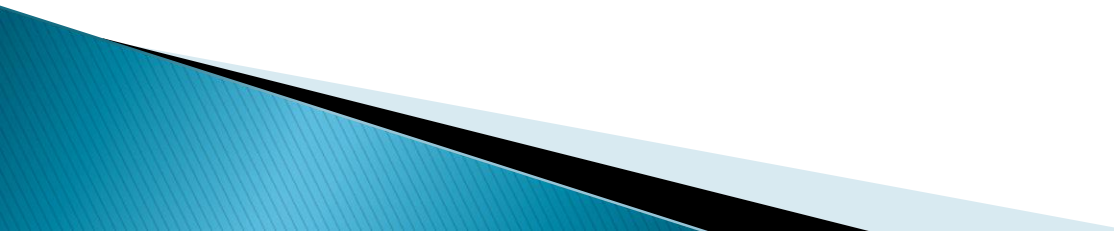
- ▶ DLLs are loaded to physical memory only once.
- ▶ One DLL could be used by many different programs at the same time:



DLLs (Cont.)

- ▶ Not every DLL belongs to the operation system.
- ▶ You could even create DLLs yourself.
- ▶ Not every DLL supplies windows API.

Common API DLLs

- ▶ kernel32.dll
 - File systems, Memory management, Processes, Threads, Error handling.
 - ▶ user32.dll
 - Windows GUI: windows, buttons, mouse and keyboard input etc.
 - ▶ gdi32.dll
 - Graphics: Outputting to monitors, printers etc.
 - ▶ There are much more.
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Documentation

- ▶ Microsoft Developer Network (msdn)
 - www.msdn.com
 - Contains full documentation for the windows API.

Summary

- ▶ Programs do not have direct access to the system resources.
 - They have to talk to the operation system.
 - This is done using API function calls.
- ▶ Windows API access is done by calling functions inside specific DLL files.
- ▶ msdn.com contains a full documentation for the Windows API.