```
#include "winmain.h"

LRESULT CALLBACK WndProc (HWND hWnd, UINT wMessage, WPARAM wParam, LPARAM lParam){

    static int kreuz = true;       // oder = TRUE

  switch (wMessage) {

    case WM_CREATE: {
      return 0;
    }

    case WM_PAINT: {
       HDC hDC;
       PAINTSTRUCT ps;
       HPEN hPenMagenta;
//       HPEN hPenBlack;   // Default: Pen ist Black
       hDC = BeginPaint (hWnd, &ps);

        if (kreuz) {
        hPenMagenta = CreatePen(PS_SOLID, 0, RGB(255, 0, 255));
        SelectObject(hDC, hPenMagenta);
            MoveToEx(hDC,0,0,NULL);
            LineTo(hDC,300,300);
            MoveToEx(hDC,300,0,NULL);
            LineTo(hDC,0,300);
      }else{
//        hPenBlack = CreatePen(PS_SOLID, 0, RGB(0, 0, 0));
//        SelectObject(hDC, hPenBlack);
            Ellipse(hDC,0,0,300,300);
        }

      EndPaint (hWnd, &ps);

        if (kreuz){
            DeleteObject(hPenMagenta);
//      }else{
//          DeleteObject(hPenBlack);
        }
      return 0;
    }

    case WM_LBUTTONDOWN:
      kreuz = TRUE;
      InvalidateRect(hWnd, NULL, TRUE);
      return 0;

    case WM_RBUTTONDOWN:
      kreuz = FALSE;
      InvalidateRect(hWnd, NULL, TRUE);
      return 0;

    case WM_KEYDOWN:
      kreuz = !kreuz;
      InvalidateRect(hWnd, NULL, TRUE);
      return 0;

    case WM_DESTROY:
      PostQuitMessage(0);
      return 0;
  }

  return DefWindowProc (hWnd, wMessage, wParam, lParam);
}
```