GraphicsDevice

- ID3D11Device * device
- ID3D11DeviceContext * deviceContext
- IDXGISwapChain * swapChain
- ID3D11RenderTargetView * renderTargetView
- ID3D11DepthStencilView * depthStencilView
- ID3D11Texture2D * depthStencilBuffer
- int windowWidth
- int windowHeight
- HWND hWnd

+ void Initialize(HWND hWnd, int width, int height)
+ void ResizeBuffersAndViews(int width, int height)
+ ID3D11Device * GetDevice() const
+ ID3D11DeviceContext * GetDeviceContext() const
+ IDXGISwapChain * GetSwapChain() const
+ ID3D11RenderTargetView * GetRenderTargetView() const
+ ID3D11DepthStencilView * GetDepthStencilView() const
+ int GetWindowWidth()
+ int GetWindowHeight()
+ HWND GetHWND()

-graphicsDevice

RenderState

- ID3D11RasterizerState * rasterizerState
- ID3D11BlendState * blendState
- ID3D11DepthStencilState * depthStencilState
- ID3D11SamplerState * samplerState
- float blendFactor

+ RenderState(GraphicsDevice *graphicsDevice)
+ ~RenderState()
+ void CreateRasterizerState(const D3D11_RASTERIZER_DESC &rasterDesc)
+ void CreateBlendState(const D3D11_BLEND_DESC &blendDesc)
+ void CreateBlendFactor(float, float, float, float)
+ void CreateDepthStencilState(const D3D11_DEPTH_STENCIL_DESC &dsDesc)
+ void CreateSamplerState(const D3D11_SAMPLER_DESC &sampDesc)
+ void SetState()