

## GraphicsDevice

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