创建按钮

```c
case WM_CREATE: {
    LPCREATESTRUCT pcs = (LPCREATESTRUCT)lParam;
    /*HWND hBtn1 = CreateWindowA(TEXT("button"), TEXT("按钮"), WS_CHILD | WS_VISIBLE | BS_PUSHBUTTON,
            30, 30, 217, 46, hwnd, (HMENU)1001, pcs->hInstance, NULL);*/
    HWND hBtn1 = CreateWindowA(TEXT("button"), NULL, WS_CHILD | WS_VISIBLE | BS_BITMAP,
                              30, 30, 217, 46, hwnd, (HMENU)1001, pcs->hInstance, NULL);

    HBITMAP hBmp1 = LoadBitmap(pcs->hInstance, MAKEINTRESOURCE(IDB_Btn1));
    LRESULT ret = SendMessageA(hBtn1, BM_SETIMAGE, (WPARAM)IMAGE_BITMAP, (LPARAM)hBmp1);

    HWND hBtn2 = CreateWindowA(TEXT("button"), TEXT("按钮"), WS_CHILD | WS_VISIBLE | BS_AUTORADIOBUTTON,
                              30, 80, 217, 46, hwnd, (HMENU)1011, pcs->hInstance, NULL);
    HWND hBtn3 = CreateWindowA(TEXT("button"), TEXT("按钮"), WS_CHILD | WS_VISIBLE | BS_AUTORADIOBUTTON,
                              30, 130, 217, 46, hwnd, (HMENU)1012, pcs->hInstance, NULL);

    HWND hBtn4 = CreateWindowA(TEXT("button"), TEXT("按钮"), WS_CHILD | WS_VISIBLE | BS_AUTOCHECKBOX,
                              30, 200, 217, 46, hwnd, (HMENU)1021, pcs->hInstance, NULL);
    HWND hBtn5 = CreateWindowA(TEXT("button"), TEXT("按钮"), WS_CHILD | WS_VISIBLE | BS_AUTOCHECKBOX,
                              30, 250, 217, 46, hwnd, (HMENU)1022, pcs->hInstance, NULL);

}
```

触发按钮

```c
case WM_COMMAND: {
    WORD id = LOWORD(wParam);
    WORD code = HIWORD(wParam);
    HWND hCtr1 = (HWND)lParam;
    if (id == 1001 && code == BN_CLICKED)
        MessageBoxA(NULL, TEXT("普通按钮被单击"), TEXT("cat"), MB_OK);
    else if (id == 1021 && code == BN_CLICKED) {
        MessageBoxA(NULL, TEXT("多选按钮被单击"), TEXT("cat"), MB_OK);
        if (SendMessageA(hCtr1, BM_GETCHECK, 0, 0) == BST_CHECKED)
            MessageBoxA(NULL, TEXT("第一个多选按钮被选中"), TEXT("cat"), MB_OK);
        else if(SendMessageA(hCtr1, BM_GETCHECK, 0, 0) == BST_UNCHECKED)
```

```
12              MessageBoxA(NULL, TEXT("第一个多选按钮未被选中"), TEXT("cat"),
    MB_OK);
13          }
14  }
```