< 윈도우프로그래밍 2주차 과제 >

2017253041_홍성우

과제#1-1

- 과제#1-1의 소스코드전체 :

```c
#include <windows.h>
#include <TCHAR.H>
LRESULT CALLBACK WndProc(HWND hwnd, UINT iMsg,
        WPARAM wParam, LPARAM lParam);
int WINAPI WinMain(HINSTANCE hInstance, HINSTANCE hPrevInstance,
        LPSTR lpszCmdLine, int nCmdShow)
{
        HWND        hwnd;
        MSG                msg;
        WNDCLASS WndClass;
        WndClass.style = CS_HREDRAW | CS_VREDRAW;
        WndClass.lpfnWndProc = WndProc;
        WndClass.cbClsExtra = 0;
        WndClass.cbWndExtra = 0;
        WndClass.hInstance = hInstance;
        WndClass.hIcon = LoadIcon(NULL, IDI_APPLICATION);
        WndClass.hCursor = LoadCursor(NULL, IDC_ARROW);
        WndClass.hbrBackground = (HBRUSH)GetStockObject(WHITE_BRUSH);
        WndClass.lpszMenuName = NULL;
        WndClass.lpszClassName = _T("Window Class Name");
        RegisterClass(&WndClass);
        hwnd = CreateWindow(_T("Window Class Name"),
                _T("Window Title Name"),
                WS_OVERLAPPEDWINDOW,
                CW_USEDEFAULT,
                CW_USEDEFAULT,
                CW_USEDEFAULT,
                CW_USEDEFAULT,
                NULL,
                NULL,
                hInstance,
                NULL
        );
        ShowWindow(hwnd, nCmdShow);
        UpdateWindow(hwnd);
        while (GetMessage(&msg, NULL, 0, 0))
        {
                TranslateMessage(&msg);
                DispatchMessage(&msg);
        }
        return (int)msg.wParam;
}

LRESULT CALLBACK WndProc(HWND hwnd, UINT iMsg,
```
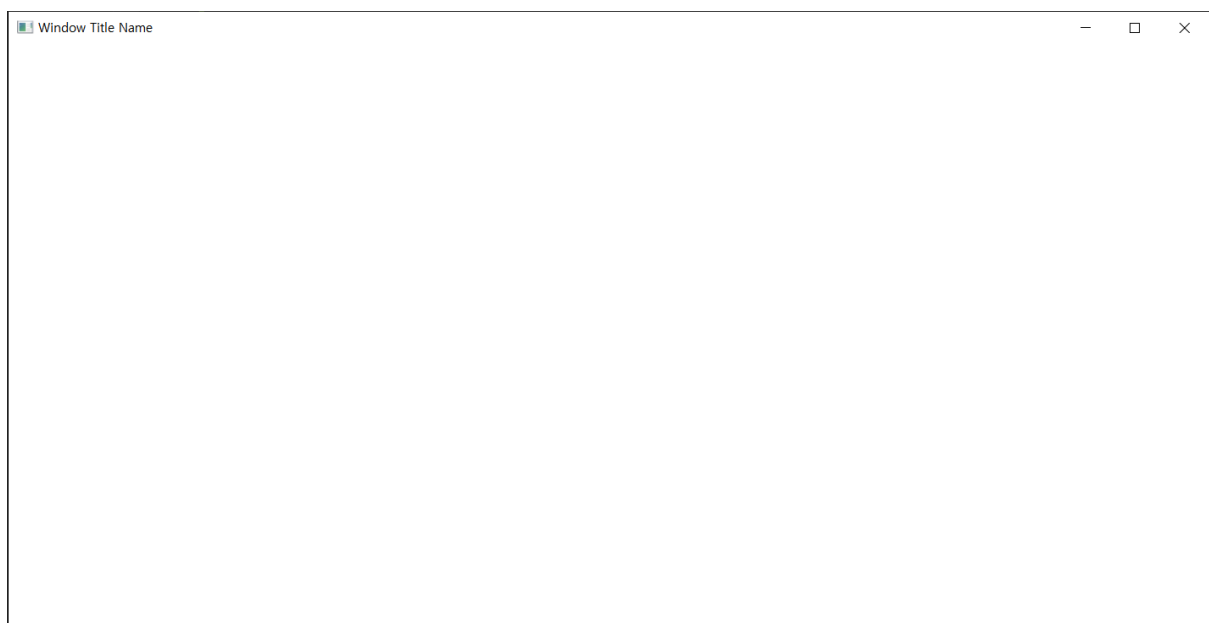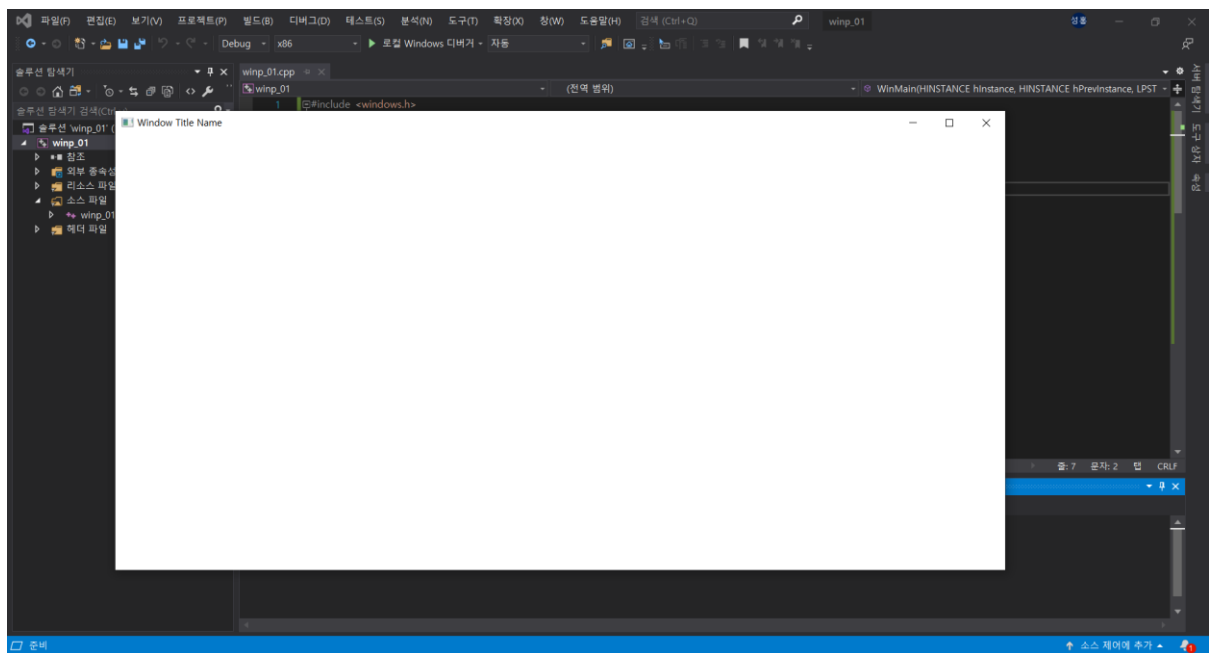
```
                WPARAM wParam, LPARAM lParam)
{

        switch (iMsg)
        {
        case WM_CREATE:
                break;
        case WM_DESTROY:
                PostQuitMessage(0);
                break;
        }
        return DefWindowProc(hwnd, iMsg, wParam, lParam);
}
```

- 캡쳐한 수행된 화면 :

- 과제#1-1 동작원리 : 이 코드는 WinMain(), WinProc() 로 크게 두 부분으로 나눌 수 있다. 윈메인 함수에선 응용프로그램 윈도우 구조체와 클래스를 생성하고 커널에 등록한다. 윈프로시져 함수에선 메시지를 처리한다.

과제#1-2

- 과제#1-2의 소스코드전체 :

```c
#include <windows.h>
#include <TCHAR.H>
LRESULT CALLBACK WndProc(HWND hwnd, UINT iMsg,
        WPARAM wParam, LPARAM lParam);
int WINAPI WinMain(HINSTANCE hInstance, HINSTANCE hPrevInstance,
        LPSTR lpszCmdLine, int nCmdShow)
{
        HWND        hwnd;
        MSG              msg;
        WNDCLASS WndClass;
        WndClass.style = CS_HREDRAW | CS_VREDRAW;
        WndClass.lpfnWndProc = WndProc;
        WndClass.cbClsExtra = 0;
        WndClass.cbWndExtra = 0;
        WndClass.hInstance = hInstance;
        WndClass.hIcon = LoadIcon(NULL, IDI_QUESTION);
        WndClass.hCursor = LoadCursor(NULL, IDC_IBEAM);
        WndClass.hbrBackground = (HBRUSH)GetStockObject(BLACK_BRUSH);
        WndClass.lpszMenuName = NULL;
        WndClass.lpszClassName = _T("Window Class Name");
        RegisterClass(&WndClass);
        hwnd = CreateWindow(_T("Window Class Name"),
                _T("홍성우_2017253041"),
                WS_OVERLAPPEDWINDOW,
                200,
                300,
                400,
                300,
                NULL,
                NULL,
                hInstance,
                NULL
        );
        ShowWindow(hwnd, nCmdShow);
        UpdateWindow(hwnd);
        while (GetMessage(&msg, NULL, 0, 0))
        {
                TranslateMessage(&msg);
                DispatchMessage(&msg);
        }
        return (int)msg.wParam;
}
```

```
LRESULT CALLBACK WndProc(HWND hwnd, UINT iMsg,
        WPARAM wParam, LPARAM lParam)
{
        switch (iMsg)
        {
        case WM_CREATE:
                break;
        case WM_DESTROY:
                PostQuitMessage(0);
                break;
        }
        return DefWindowProc(hwnd, iMsg, wParam, lParam);
}
```

- 캡쳐한 수행된 화면 :