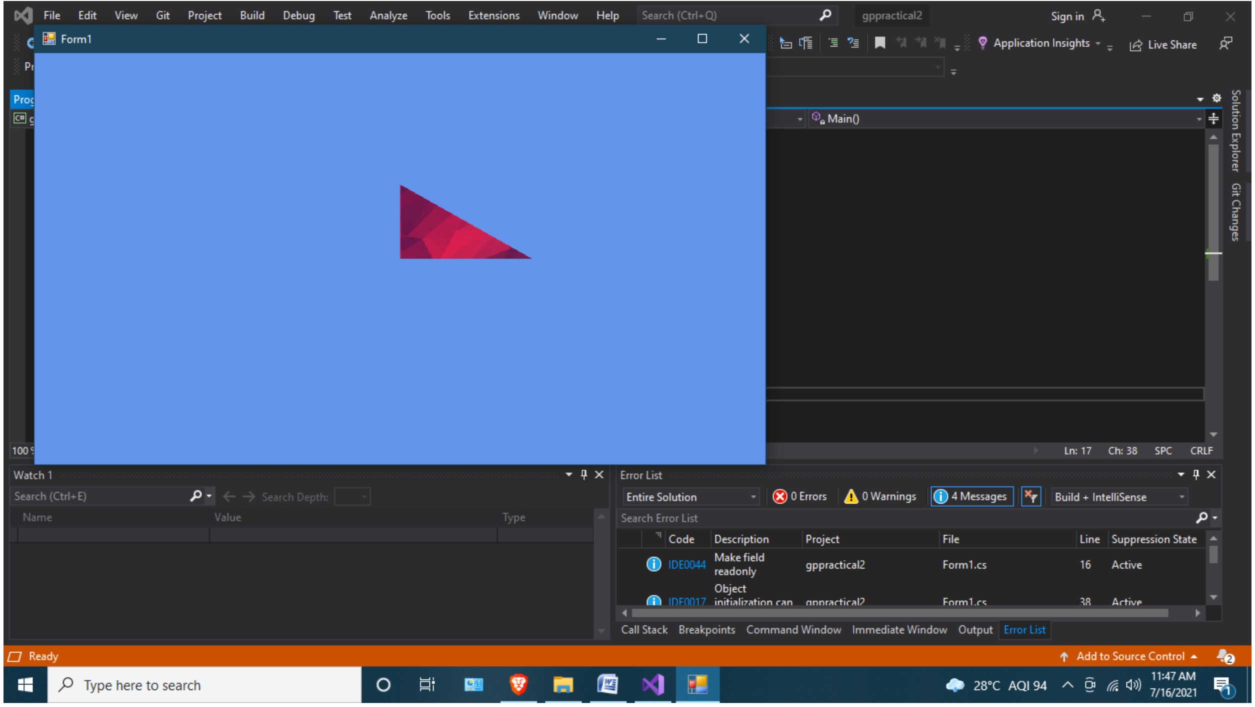
Form1.cs

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Text;
using System.Windows.Forms;
using Microsoft.DirectX;
using Microsoft.DirectX.Direct3D;

namespace gppractical3
{
    public partial class Form1 : Form
    {
        Microsoft.DirectX.Direct3D.Device device;
        CustomVertex.PositionTextured[] vertex= new CustomVertex.PositionTextured[3];
        public Texture texture;
        public Form1()
        {
            InitializeComponent();

        }

        private void Form1_Paint(object sender, PaintEventArgs e)
        {
            device.Clear(ClearFlags.Target, Color.CornflowerBlue, 1.0f, 0);
            device.BeginScene();
            device.SetTexture(0, texture);
            device.VertexFormat = CustomVertex.PositionTextured.Format;
            device.DrawUserPrimitives(PrimitiveType.TriangleList, vertex.Length / 3,
vertex);
            device.EndScene();
            device.Present();

        }

        private void Form1_Load(object sender, EventArgs e)
        {
            PresentParameters pp = new PresentParameters();
            pp.Windowed = true;
            pp.SwapEffect = SwapEffect.Discard;
            device = new Device(0, DeviceType.Hardware, this,
CreateFlags.HardwareVertexProcessing, pp);
            device.Transform.Projection = Matrix.PerspectiveFovRH(3.14f / 4,
device.Viewport.Width / device.Viewport.Height, 1f, 10000f);
            device.Transform.View = Matrix.LookAtRH(new Vector3(0, 0, 20), new Vector3(),
new Vector3(0, 1, 0));
            device.RenderState.Lighting = false;
            vertex[0] = new CustomVertex.PositionTextured(new Vector3(0, 0, 0), 0.5f, 1);
            vertex[1] = new CustomVertex.PositionTextured(new Vector3(0, 3, 0), 0, 1);
            vertex[2] = new CustomVertex.PositionTextured(new Vector3(3, 0, 0), 1, 0);
            texture = new Texture(device, new
Bitmap("C://Users//bot//source//repos//gppractical3//texture.png"), 0, Pool.Managed);
        }
    }
```

}



Ln: 17 Ch: 38 SPC CRLF

Error List

Entire Solution 0 Errors 0 Warnings 4 Messages Build + IntelliSense

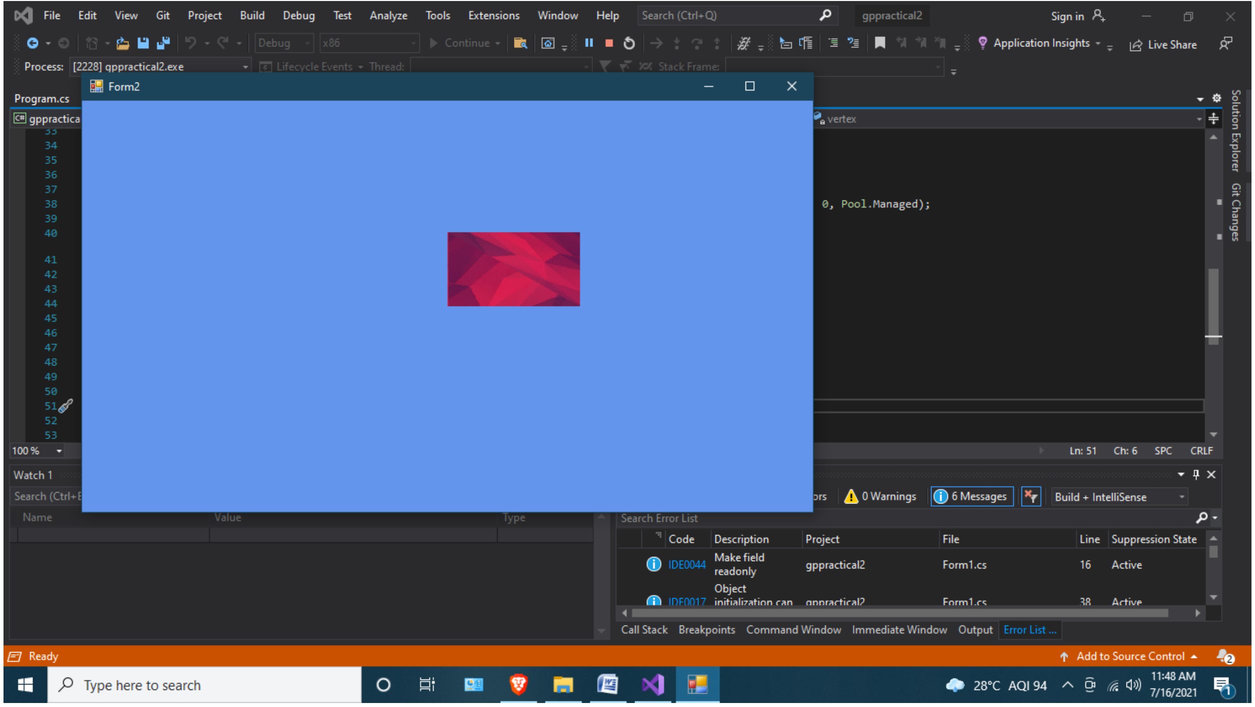
Search Error List

Code	Description	Project	File	Line	Suppression State
IDE0044	Make field readonly	gppractical2	Form1.cs	16	Active
IDE0017	Object initialization can	gppractical2	Form1.cs	38	Active

Ready

Form2.cs

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Text;
using System.Windows.Forms;
using Microsoft.DirectX;
using Microsoft.DirectX.Direct3D;

namespace gppractical3
{
    public partial class Form2 : Form
    {
        Microsoft.DirectX.Direct3D.Device device;
        CustomVertex.PositionTextured[] vertex = new CustomVertex.PositionTextured[6];
        public Texture texture;
        public Form2()
        {
            InitializeComponent();
        }

        private void Form2_Load(object sender, EventArgs e)
        {
            PresentParameters pp = new PresentParameters();
            pp.Windowed = true;
            pp.SwapEffect = SwapEffect.Discard;
            device = new Device(0, DeviceType.Hardware, this,
CreateFlags.HardwareVertexProcessing, pp);
            device.Transform.Projection = Matrix.PerspectiveFovRH(3.14f / 4,
device.Viewport.Width / device.Viewport.Height, 1f, 10000f);
            device.Transform.View = Matrix.LookAtRH(new Vector3(0, 0, 20), new Vector3(),
new Vector3(0, 1, 0));
            device.RenderState.Lighting = false;
            vertex[0] = new CustomVertex.PositionTextured(new Vector3(0, 0, 0), 0.5f, 1);
            vertex[1] = new CustomVertex.PositionTextured(new Vector3(0, 3, 0), 0, 1);
            vertex[2] = new CustomVertex.PositionTextured(new Vector3(3, 0, 0), 1, 0);
            vertex[3] = new CustomVertex.PositionTextured(new Vector3(0, 3, 0), 1, 0);
            vertex[4] = new CustomVertex.PositionTextured(new Vector3(3, 3, 0), 0, 1);
            vertex[5] = new CustomVertex.PositionTextured(new Vector3(3, 0, 0), 1, 1);
            texture = new Texture(device, new
Bitmap("C://Users//bot//source//repos//gppractical3//texture.png"), 0, Pool.Managed);
        }

        private void Form2_Paint(object sender, PaintEventArgs e)
        {
            device.Clear(ClearFlags.Target, Color.CornflowerBlue, 1.0f, 0);
            device.BeginScene();
            device.SetTexture(0, texture);
            device.VertexFormat = CustomVertex.PositionTextured.Format;
            device.DrawUserPrimitives(PrimitiveType.TriangleList, vertex.Length / 3,
vertex);
            device.EndScene();
            device.Present();
        }
        }
}
```



```
0, Pool.Managed);
```

Ln: 51 Ch: 6 SPC CRLF

0 Warnings 6 Messages Build + IntelliSense

Search Error List

Code	Description	Project	File	Line	Suppression State
IDE0044	Make field readonly	gppractical2	Form1.cs	16	Active
IDE0017	Object initialization can	gppractical2	Form1.cs	38	Active

Call Stack Breakpoints Command Window Immediate Window Output Error List ...

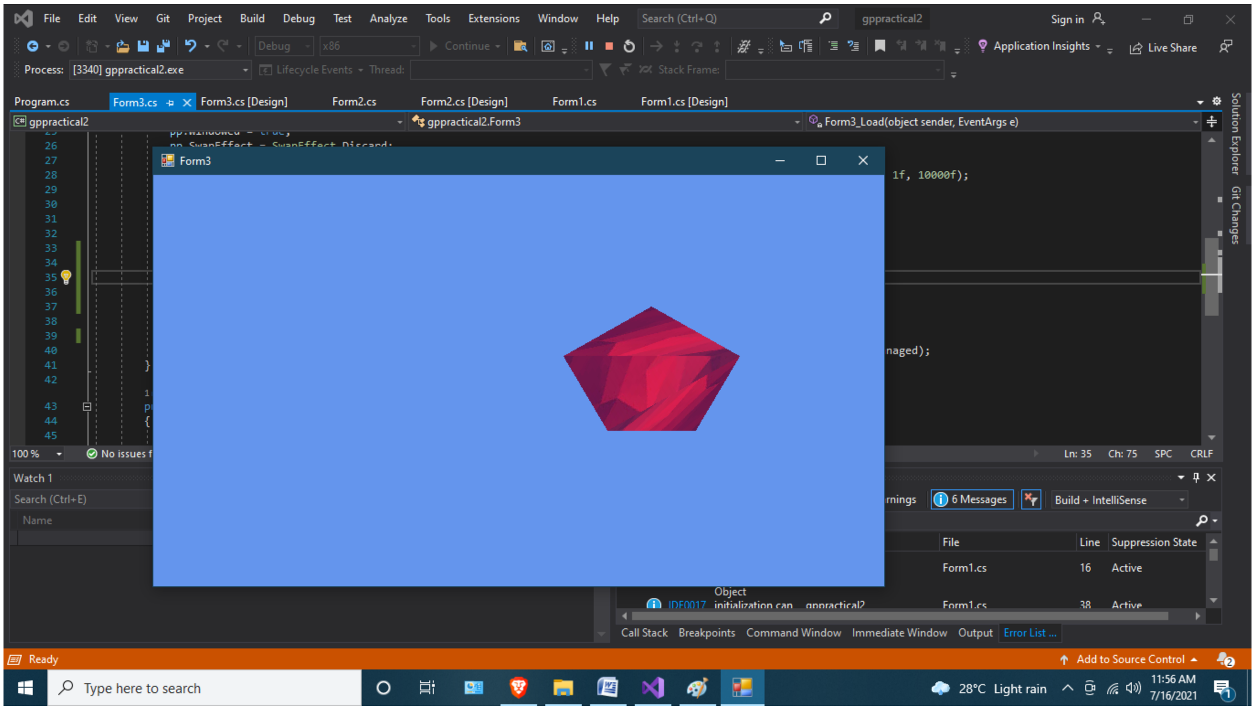
Ready

Add to Source Control

Form3.cs

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Text;
using System.Windows.Forms;
using Microsoft.DirectX;
using Microsoft.DirectX.Direct3D;
namespace gppractical3
{
    public partial class Form3 : Form
    {
        Microsoft.DirectX.Direct3D.Device device;
        CustomVertex.PositionTextured[] vertex = new CustomVertex.PositionTextured[9];
        public Texture texture;
        public Form3()
        {
            InitializeComponent();
        }

        private void Form3_Load(object sender, EventArgs e)
        {
            PresentParameters pp = new PresentParameters();
            pp.Windowed = true;
            pp.SwapEffect = SwapEffect.Discard;
            device = new Device(0, DeviceType.Hardware, this,
CreateFlags.HardwareVertexProcessing, pp);
            device.Transform.Projection = Matrix.PerspectiveFovRH(3.14f / 4,
device.Viewport.Width / device.Viewport.Height, 1f, 10000f);
            device.Transform.View = Matrix.LookAtRH(new Vector3(0, 0, 20), new Vector3(),
new Vector3(0, 1, 0));
            device.RenderState.Lighting = false;
            vertex[0] = new CustomVertex.PositionTextured(new Vector3(1, 1, 0), 0.5f, 1);
            vertex[1] = new CustomVertex.PositionTextured(new Vector3(3, 3, 0), 0, 1);
            vertex[2] = new CustomVertex.PositionTextured(new Vector3(5,1, 0), 1, 0);
            vertex[3] = new CustomVertex.PositionTextured(new Vector3(5,1, 0), 0.5f, 1);
            vertex[4] = new CustomVertex.PositionTextured(new Vector3(4,-2, 0), 0, 1);
            vertex[5] = new CustomVertex.PositionTextured(new Vector3(2,-2, 0), 1, 0);
            vertex[6] = new CustomVertex.PositionTextured(new Vector3(2,-2, 0), 0.5f, 1);
            vertex[7] = new CustomVertex.PositionTextured(new Vector3(1, 1, 0), 0, 1);
            vertex[8] = new CustomVertex.PositionTextured(new Vector3(5,1, 0), 1, 0);
            texture = new Texture(device, new
Bitmap("C://Users//bot//source//repos//gppractical3//texture.png"), 0, Pool.Managed);
        }

        private void Form3_Paint(object sender, PaintEventArgs e)
        {
            device.Clear(ClearFlags.Target, Color.CornflowerBlue, 1.0f, 0);
            device.BeginScene();
            device.SetTexture(0, texture);
            device.VertexFormat = CustomVertex.PositionTextured.Format;
            device.DrawUserPrimitives(PrimitiveType.TriangleList, vertex.Length / 3,
vertex);
            device.EndScene();
```

```
                device.Present();
            }
        }
}
```



Process: [3340] gppractical2.exe

```
pp.Windowed = true;
pp.SwapEffect = SwapEffect.Discard;
1f, 10000f);
naged);
}
p
{
```

		File	Line	Suppression State
		Form1.cs	16	Active
IDE0017	Object initialization can	gppractical2 Form1.cs	38	Active