

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 gppract1
{
    public partial class Form1 : Form
    {
        Microsoft.DirectX.Direct3D.Device device;
        public Form1()
        {
            InitializeComponent();
            InitDevice();
        }

        private void InitDevice()
        {
            PresentParameters pp = new PresentParameters();
            pp.Windowed = true;
            pp.SwapEffect = SwapEffect.Discard;
            device = new Device(0, DeviceType.Hardware, this,
CreateFlags.HardwareVertexProcessing, pp);

        }

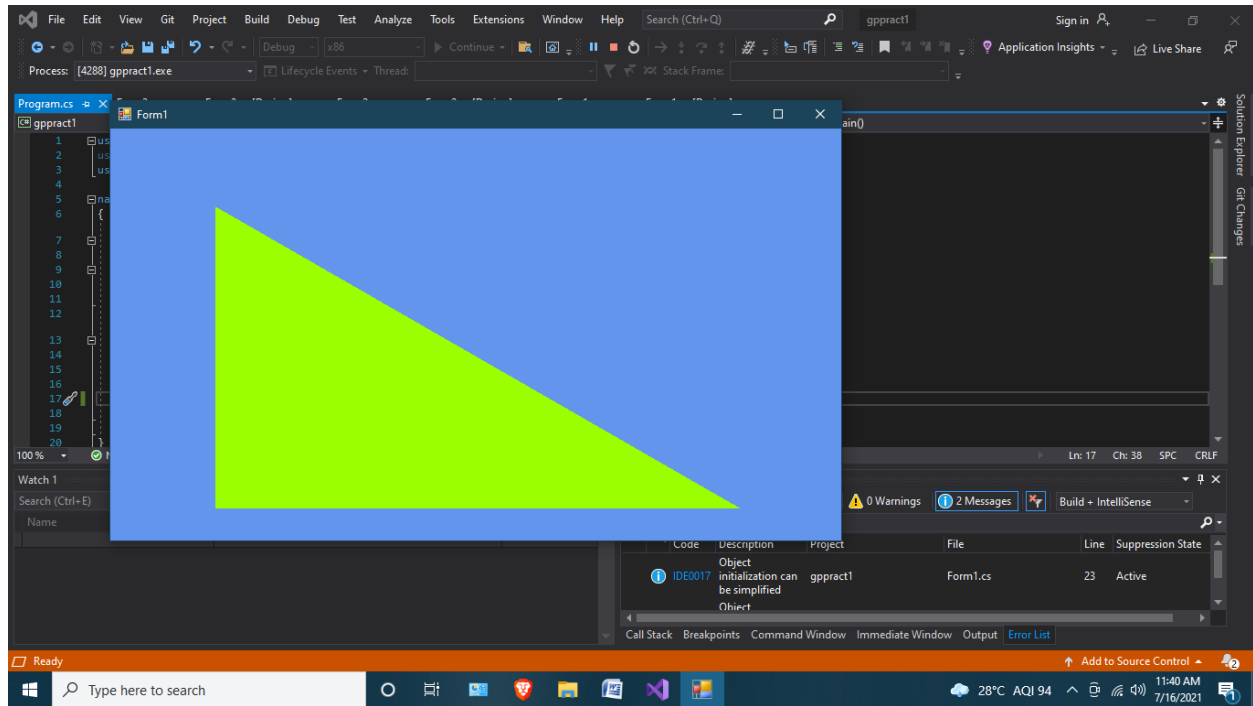
        private void Form1_Load(object sender, EventArgs e)
        {
        }

        private void Render()
        {
            CustomVertex.TransformedColored[] vertexes = new
CustomVertex.TransformedColored[6];
            vertexes[0].Position = new Vector4(115, 85, 0, 1.0f); //first point
            vertexes[0].Color = System.Drawing.Color.FromArgb(155, 255, 0).ToArgb();
            vertexes[1].Position = new Vector4(690, 415, 0, 1.0f); //second point
            vertexes[1].Color = System.Drawing.Color.FromArgb(155, 255, 0).ToArgb();
            vertexes[2].Position = new Vector4(115, 415, 0, 1.0f); //second point
            vertexes[2].Color = System.Drawing.Color.FromArgb(155, 255, 0).ToArgb();

            device.Clear(ClearFlags.Target, Color.CornflowerBlue, 1.0f, 1);
            device.BeginScene();
            device.VertexFormat = CustomVertex.TransformedColored.Format;
            device.DrawUserPrimitives(PrimitiveType.TriangleList, 1, vertexes);
            device.EndScene();
            device.Present();
        }
    }
}

```

```
private void Form1_Paint(object sender, PaintEventArgs e)
{
    Render();
}
}
```



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 gppract1
{
    public partial class Form2 : Form
    {
        Microsoft.DirectX.Direct3D.Device device;
        public Form2()
        {
            InitializeComponent();
            InitDevice();
        }

        private void InitDevice()
        {
            PresentParameters pp = new PresentParameters();
            pp.Windowed = true;
            pp.SwapEffect = SwapEffect.Discard;
            device = new Device(0, DeviceType.Hardware, this,
CreateFlags.HardwareVertexProcessing, pp);

        }

        private void Form2_Load(object sender, EventArgs e)
        {
        }

        private void Render()
        {
            CustomVertex.TransformedColored[] vertexes = new
CustomVertex.TransformedColored[6];
            vertexes[0].Position = new Vector4(115, 85, 0, 1.0f); //first point
            vertexes[0].Color = System.Drawing.Color.FromArgb(155, 255, 0).ToArgb();
            vertexes[1].Position = new Vector4(690, 415, 0, 1.0f); //second point
            vertexes[1].Color = System.Drawing.Color.FromArgb(155, 255, 0).ToArgb();
            vertexes[2].Position = new Vector4(115, 415, 0, 1.0f); //second point
            vertexes[2].Color = System.Drawing.Color.FromArgb(155, 255, 0).ToArgb();
            vertexes[3].Position = new Vector4(115, 85, 0, 1.0f); //third point
            vertexes[3].Color = System.Drawing.Color.FromArgb(0, 255, 115).ToArgb();
            vertexes[4].Position = new Vector4(690, 85, 0, 1.0f); //4th point
            vertexes[4].Color = System.Drawing.Color.FromArgb(0, 255, 115).ToArgb();
            vertexes[5].Position = new Vector4(690, 415, 0, 1.0f); //5th point
            vertexes[5].Color = System.Drawing.Color.FromArgb(0, 255, 115).ToArgb();

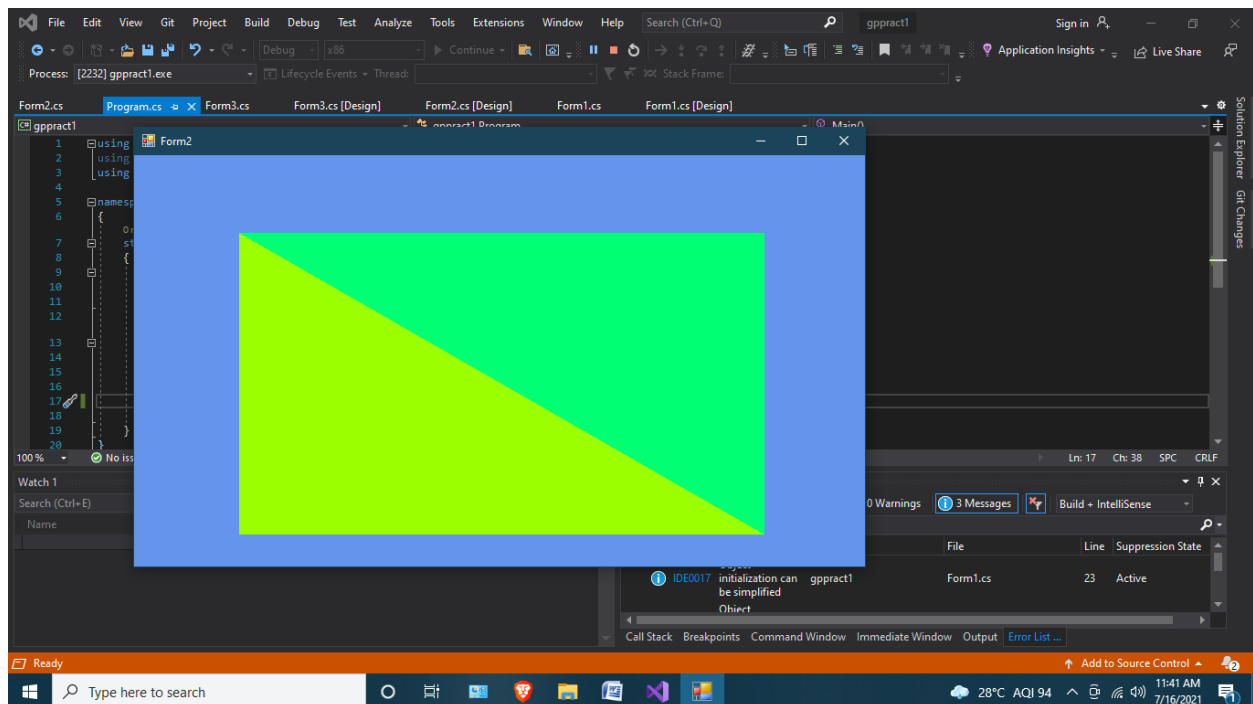
            device.Clear(ClearFlags.Target, Color.CornflowerBlue, 1.0f, 1);
            device.BeginScene();
            device.VertexFormat = CustomVertex.TransformedColored.Format;

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        device.DrawUserPrimitives(PrimitiveType.TriangleList, 2, vertexes);
        device.EndScene();
        device.Present();
    }
    private void Form2_Paint(object sender, PaintEventArgs e)
    {
        Render();
    }
}

```



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 gppract1
{
    public partial class Form3 : Form
    {
        Microsoft.DirectX.Direct3D.Device device;
        public Form3()
        {
            InitializeComponent();
            InitDevice();
        }

        private void InitDevice()
        {
            PresentParameters pp = new PresentParameters();
            pp.Windowed = true;
            pp.SwapEffect = SwapEffect.Discard;
            device = new Device(0, DeviceType.Hardware, this,
CreateFlags.HardwareVertexProcessing, pp);

        }

        private void Form3_Load(object sender, EventArgs e)
        {
        }

        private void Render()
        {
            CustomVertex.TransformedColored[] vertexes = new
CustomVertex.TransformedColored[9];
            vertexes[0].Position = new Vector4(202,175, 0, 1.0f); //first point
            vertexes[0].Color = System.Drawing.Color.FromArgb(255, 255, 0).ToArgb();
            vertexes[1].Position = new Vector4(315, 85, 0, 1.0f); //second point
            vertexes[1].Color = System.Drawing.Color.FromArgb(255, 255, 0).ToArgb();
            vertexes[2].Position = new Vector4(425, 175, 0, 1.0f); //second point
            vertexes[2].Color = System.Drawing.Color.FromArgb(255, 255, 0).ToArgb();
            vertexes[3].Position = new Vector4(425,175, 0, 1.0f); //third point
            vertexes[3].Color = System.Drawing.Color.FromArgb(0, 255, 255).ToArgb();
            vertexes[4].Position = new Vector4(380,315, 0, 1.0f); //4th point
            vertexes[4].Color = System.Drawing.Color.FromArgb(0, 255, 255).ToArgb();
            vertexes[5].Position = new Vector4(245,315, 0, 1.0f); //5th point
            vertexes[5].Color = System.Drawing.Color.FromArgb(0, 255, 255).ToArgb();
            vertexes[6].Position = new Vector4(245, 315, 0, 1.0f); //6th point
            vertexes[6].Color = System.Drawing.Color.FromArgb(255, 255, 255).ToArgb();
            vertexes[7].Position = new Vector4(202, 175, 0, 1.0f); //7th point
            vertexes[7].Color = System.Drawing.Color.FromArgb(255, 255, 255).ToArgb();
        }
    }
}

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vertexes[8].Position = new Vector4(425, 175, 0, 1.0f); //8th point
vertexes[8].Color = System.Drawing.Color.FromArgb(255, 255, 255).ToArgb();

device.Clear(ClearFlags.Target, Color.CornflowerBlue, 1.0f, 1);
device.BeginScene();
device.VertexFormat = CustomVertex.TransformedColored.Format;
device.DrawUserPrimitives(PrimitiveType.TriangleList, 3, vertexes);
device.EndScene();
device.Present();

}
private void Form3_Paint(object sender, PaintEventArgs e)
{
    Render();
}
}
```

