

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 GpPractical4
{
    public partial class Form1 : Form
    {
        Microsoft.DirectX.Direct3D.Device device;
        Microsoft.DirectX.Direct3D.Font font;
        Texture texture;
        public Form1()
        {
            InitializeComponent();
            InitDevice();
            LoadTexture();
            InitFont();
        }
        private void LoadTexture()
        {
            texture = TextureLoader.FromFile(device,
"C://Users//bot//source//repos//gppractical2//texture.png");
        }

        private void InitFont()
        {
            System.Drawing.Font f = new System.Drawing.Font("Arial", 12f,
FontStyle.Strikeout);
            font = new Microsoft.DirectX.Direct3D.Font(device, f);
        }

        public 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 Render()
        {
            device.Clear(ClearFlags.Target, Color.White, 0, 1);
            device.BeginScene();
            using (Sprite s = new Sprite(device))
            {

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        s.Begin(SpriteFlags.AlphaBlend);
        s.Draw2D(texture, new Point(0, 0), 0, new Point(100, 0), Color.White);
        // s.Draw2D(texture, Rectangle.Empty, new Rectangle(0, 0, 500, 500), new
        Point(0,0),0, new Point(0,0), color.Violet);
        font.DrawText(s, "nikhil singh", new Point(150, 50), Color.Bisque);

        s.End();
    }
    device.EndScene(); device.Present();
}
private void Form1_Paint(object sender, PaintEventArgs e)
{
    Render();
}
}

```

