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))

{

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();

}

}

}

