

```
//-----  
// 氏名      : 氏名  
//-----  
#include "_debug/_DebugConOut.h"  
#include "_debug/_DebugDispOut.h"  
#include "DxLib.h"  
#include "Application.h"  
  
// WinMain関数  
//-----  
int WINAPI WinMain(HINSTANCE hInstance, HINSTANCE hPrevInstance, LPSTR lpCmdLine, int nCmdShow)  
{  
    Application application;    //インスタンスの生成  
  
    if (!application.Init())  
    {  
        return -1;  
    }  
  
    application.Run();  
  
    if (!application.Release())  
    {  
        return -1;  
    }  
  
    return 0;  
}
```