NAME
>   MiniLibX - Managing windows

SYNOPSYS
>   *void **
>   **mlx_new_window** (*void *mlx_ptr, int size_x, int size_y, char *title*);
>
>   *int*
>   **mlx_clear_window** (*void *mlx_ptr, void *win_ptr*);
>
>   *int*
>   **mlx_destroy_window** (*void *mlx_ptr, void *win_ptr*);

DESCRIPTION
>   The **mlx_new_window** () function creates a new window on the screen, using the *size_x* and *size_y* param-
>   eters to determine its size, and *title* as the text that should be displayed in the window's title bar. The
>   *mlx_ptr* parameter is the connection identifier returned by **mlx_init** () (see the **mlx** man page).
>   **mlx_new_window** () returns a *void ** window identifier that can be used by other MiniLibX calls. Note
>   that the MiniLibX can handle an arbitrary number of separate windows.
>
>   **mlx_clear_window** () and **mlx_destroy_window** () respectively clear (in black) and destroy the given win-
>   dow. They both have the same parameters: *mlx_ptr* is the screen connection identifier, and *win_ptr* is a
>   window identifier.

RETURN VALUES
>   If **mlx_new_window()** fails to create a new window (for wathever reason), it will return NULL, otherwise
>   a non-null pointer is returned as a window identifier. **mlx_clear_window** and **mlx_destroy_window** right
>   now return nothing.

SEE ALSO
>   mlx(3), mlx_pixel_put(3), mlx_new_image(3), mlx_loop(3)

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