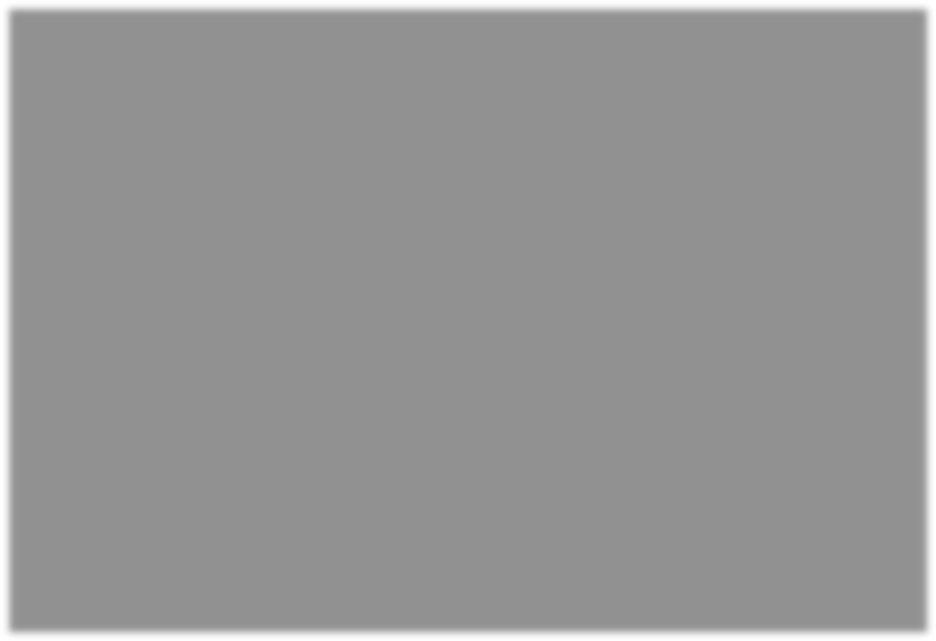
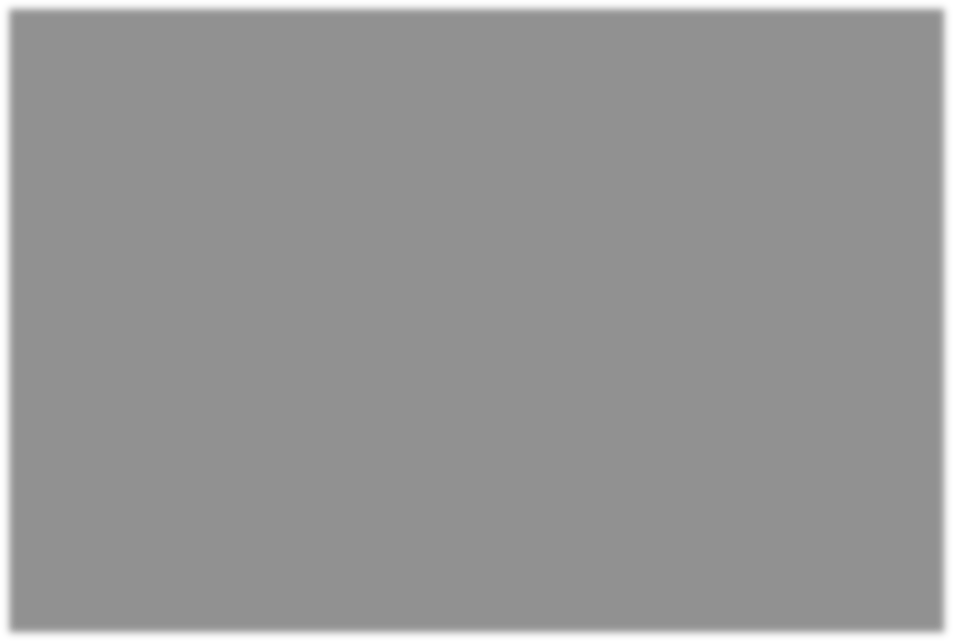
# PRACTICAL NO.1

## write down the steps involve in downloading and installing the DirectX11 component on to your machine.

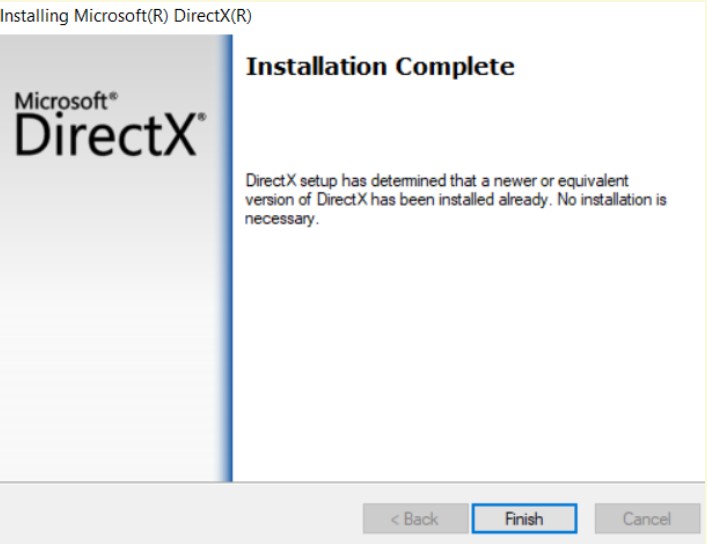
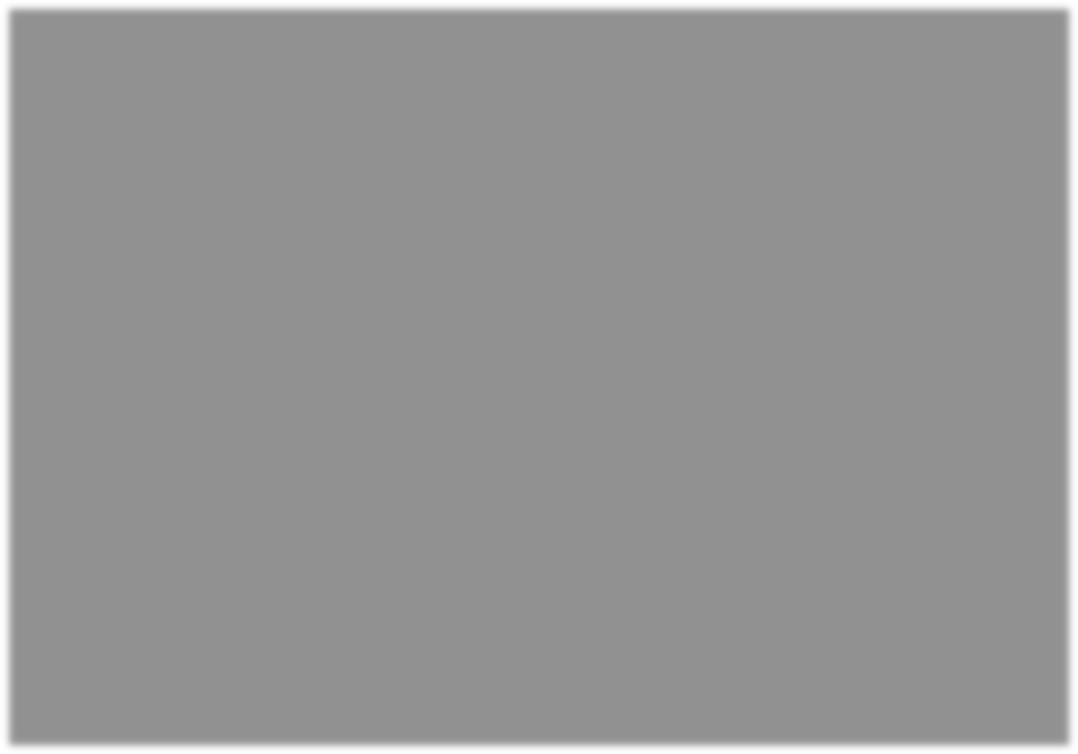
**Step 1:** Run the setup of DirectX11.



**Step 2:** Accept on the agreement and click on Next.



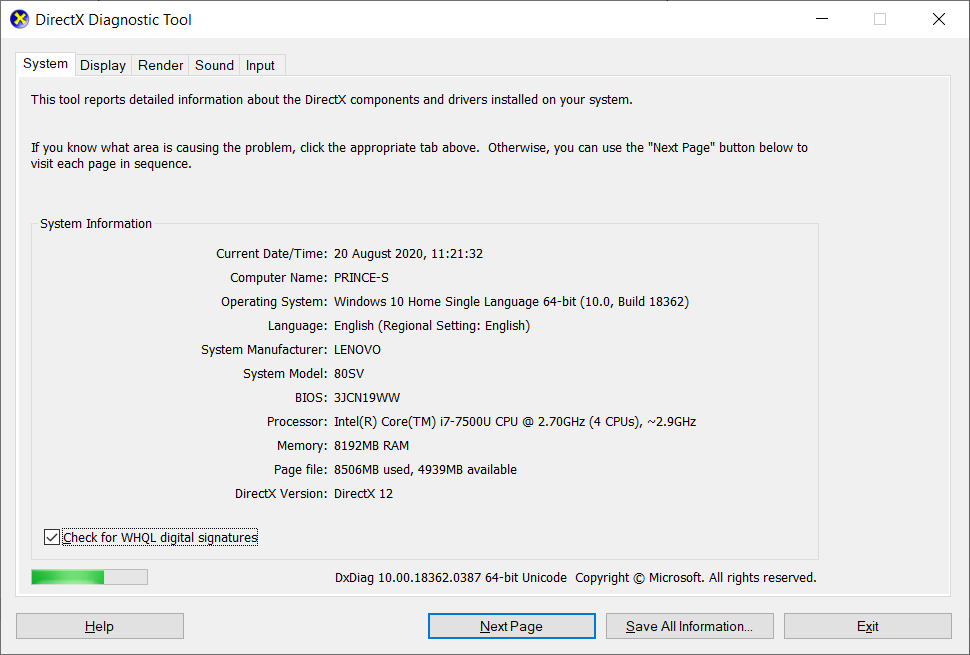
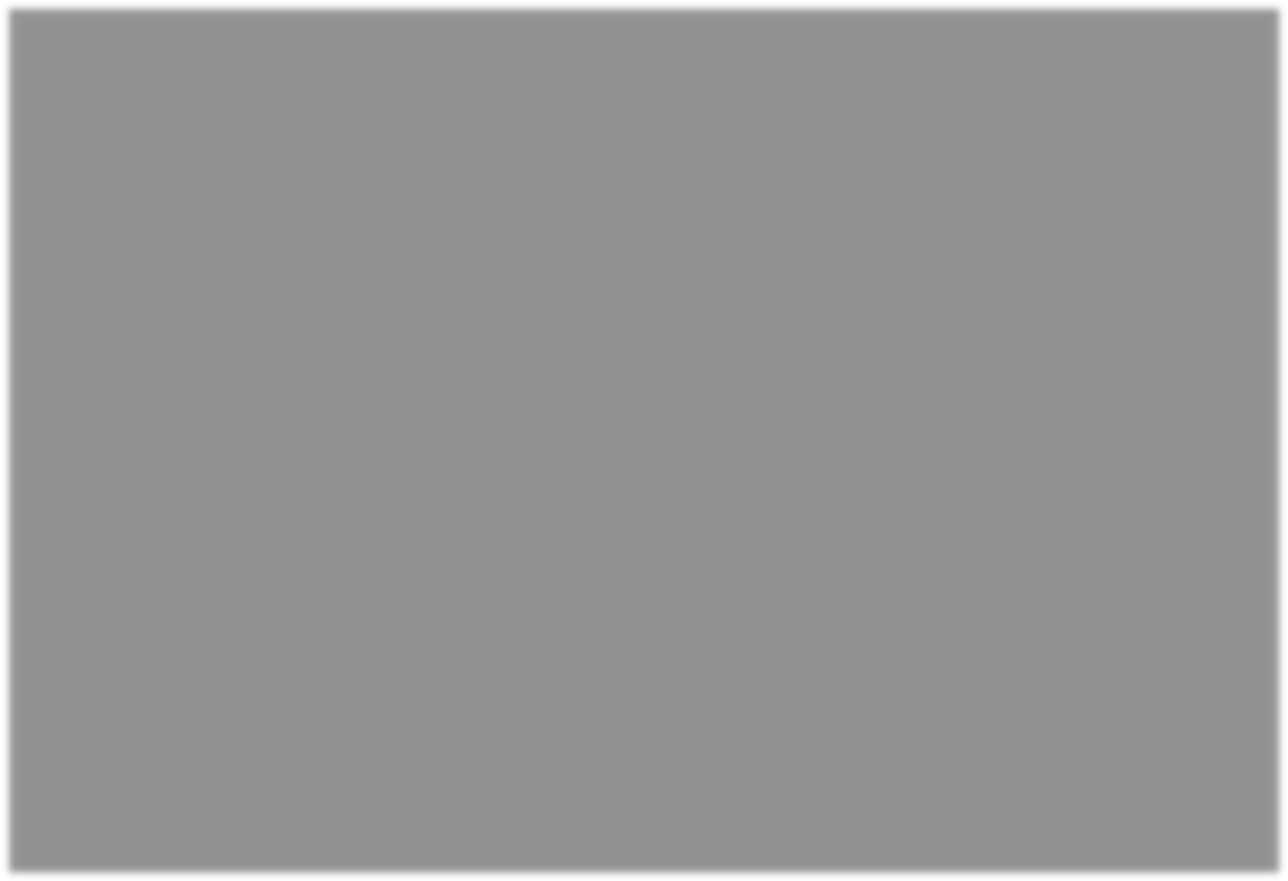
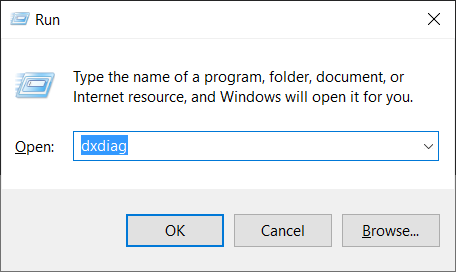
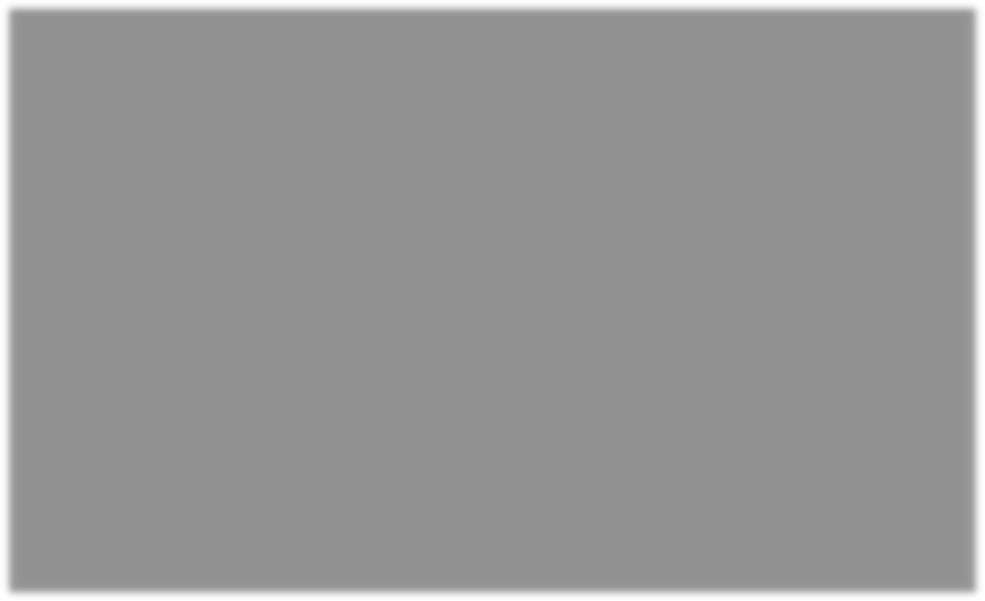
**Step 3:** Software will Install and then Installation Complete will appear.



## Initialize the Direct3D Module on to your machine.

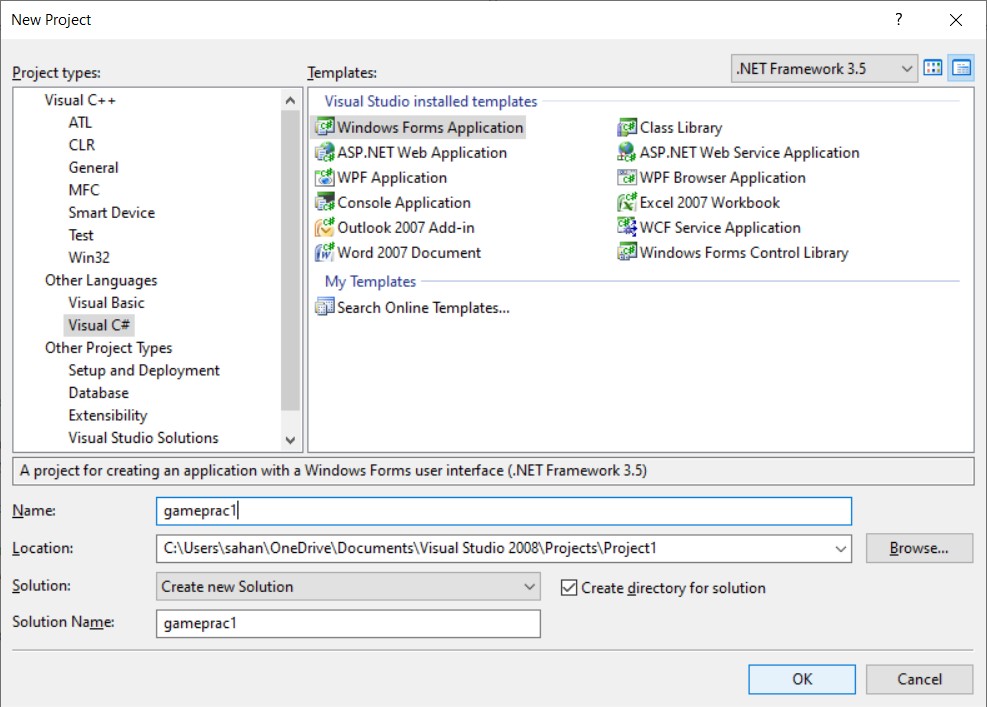
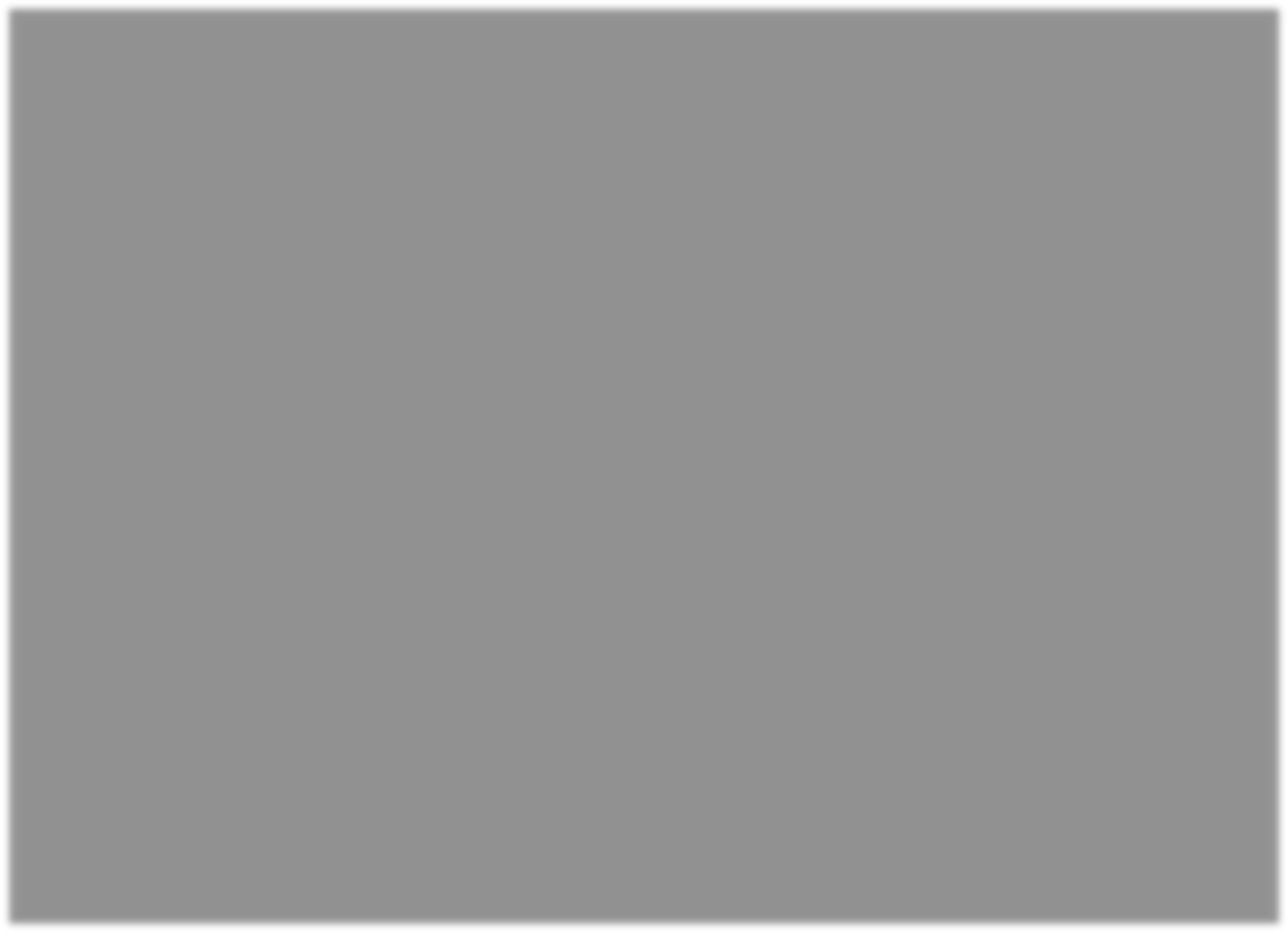
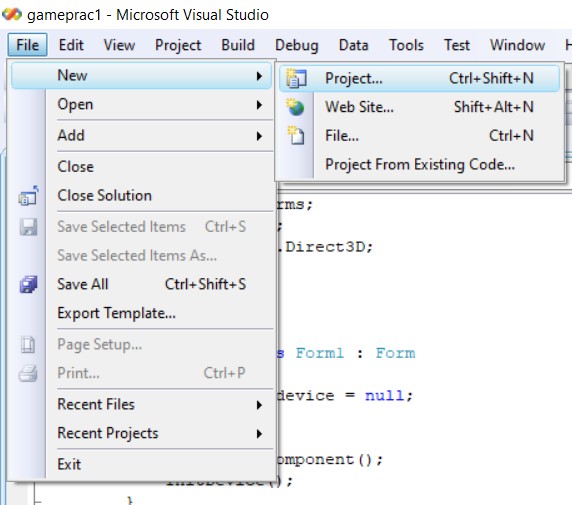
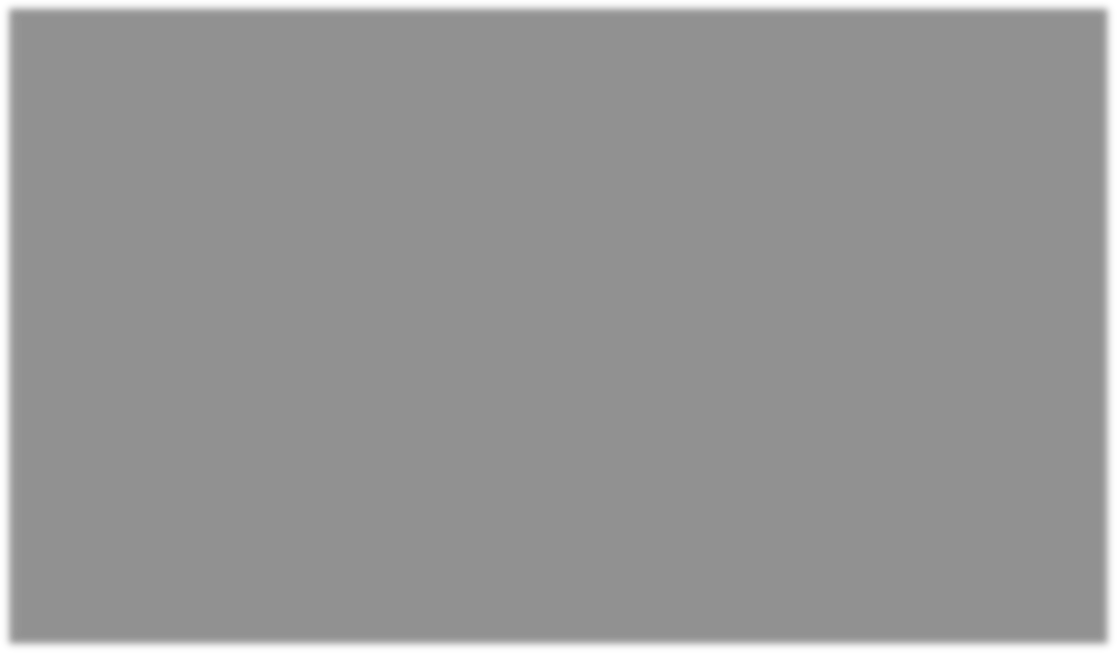
**Step 1:** Open Run option by clicking on Windows Search bar.

**Step 2:** Write the name of the module in run window.

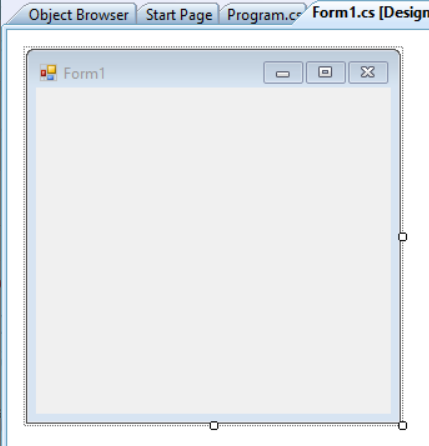
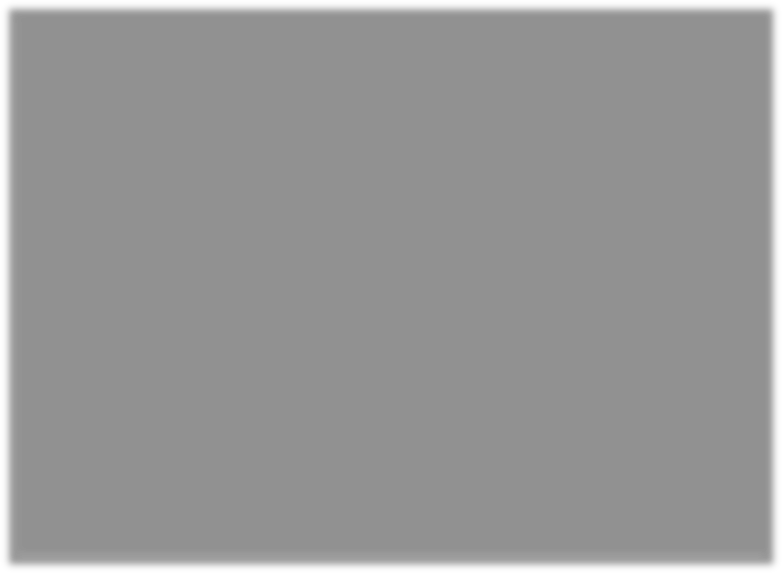


**Step 3:** DirectX Diagnostic Window will appear.

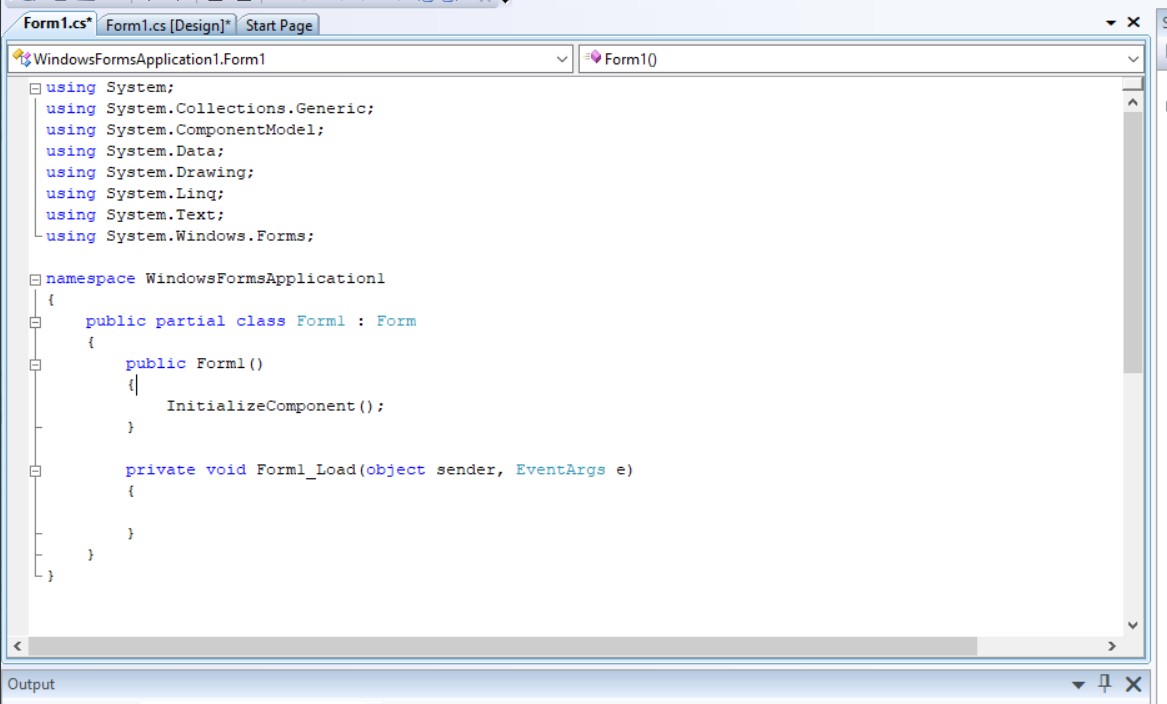
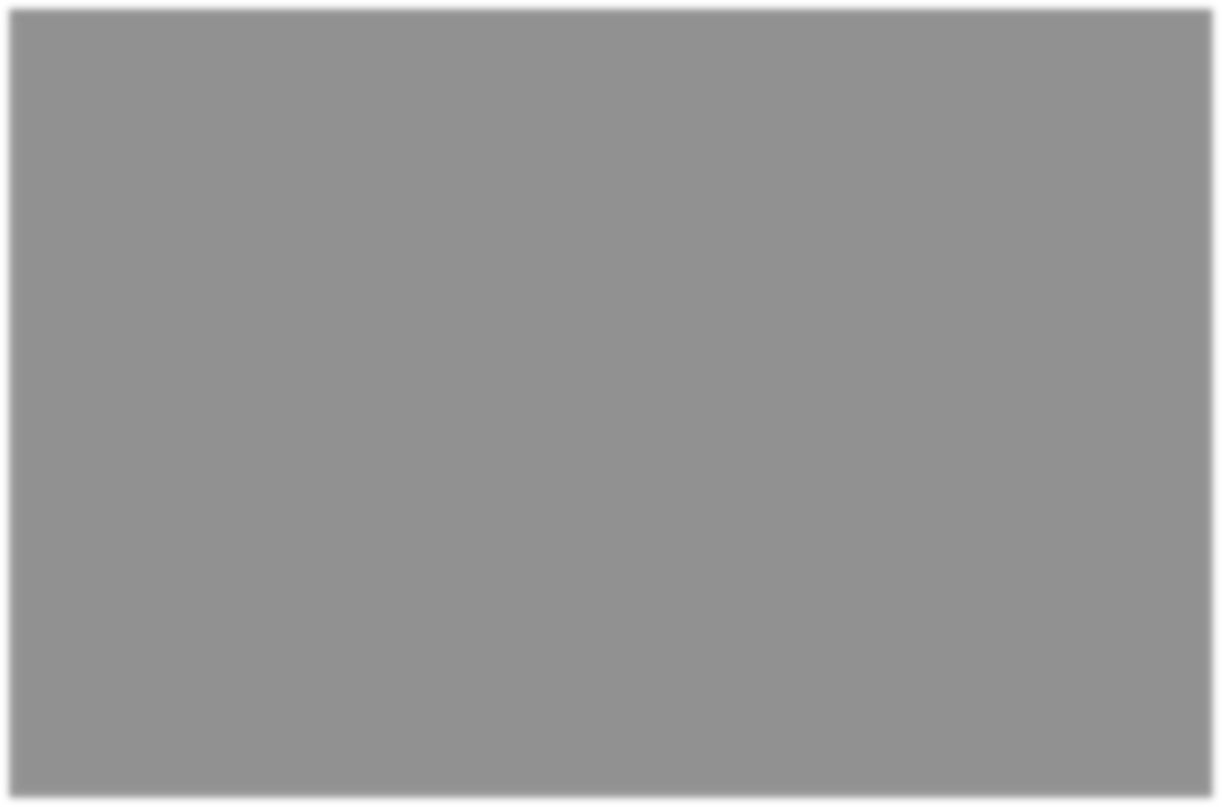
**Step 4:** In Visual Basic Studio 2008 Click on New -> Project-> Windows Application -> OK.



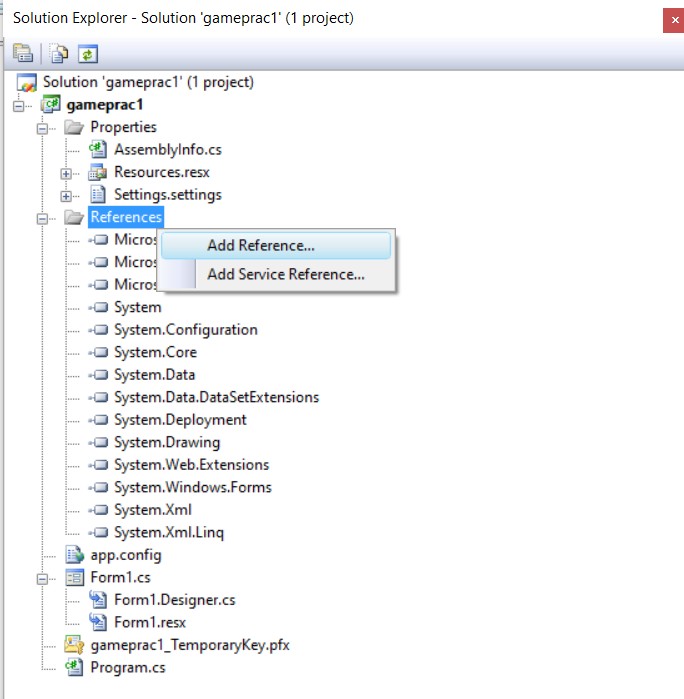
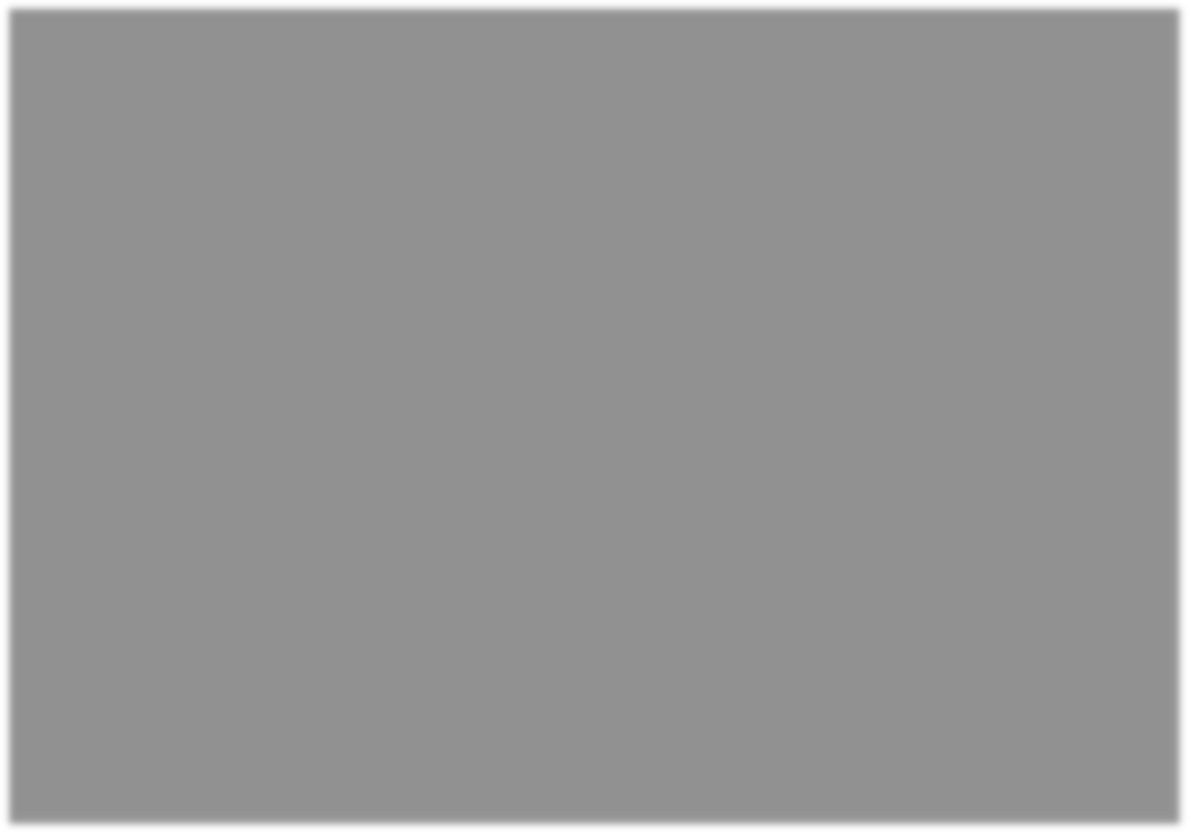
**Step 5:** Double Click on Form 1.



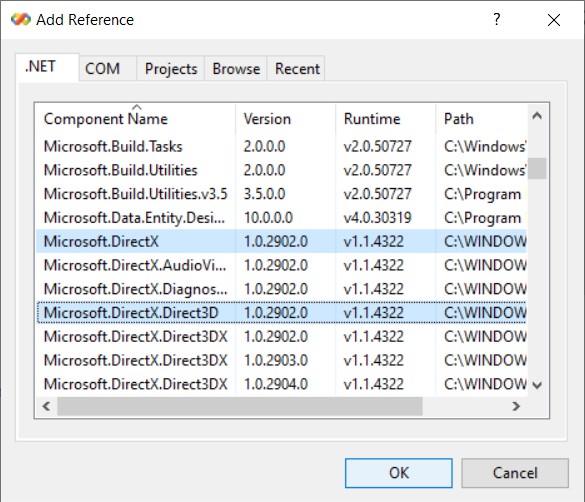
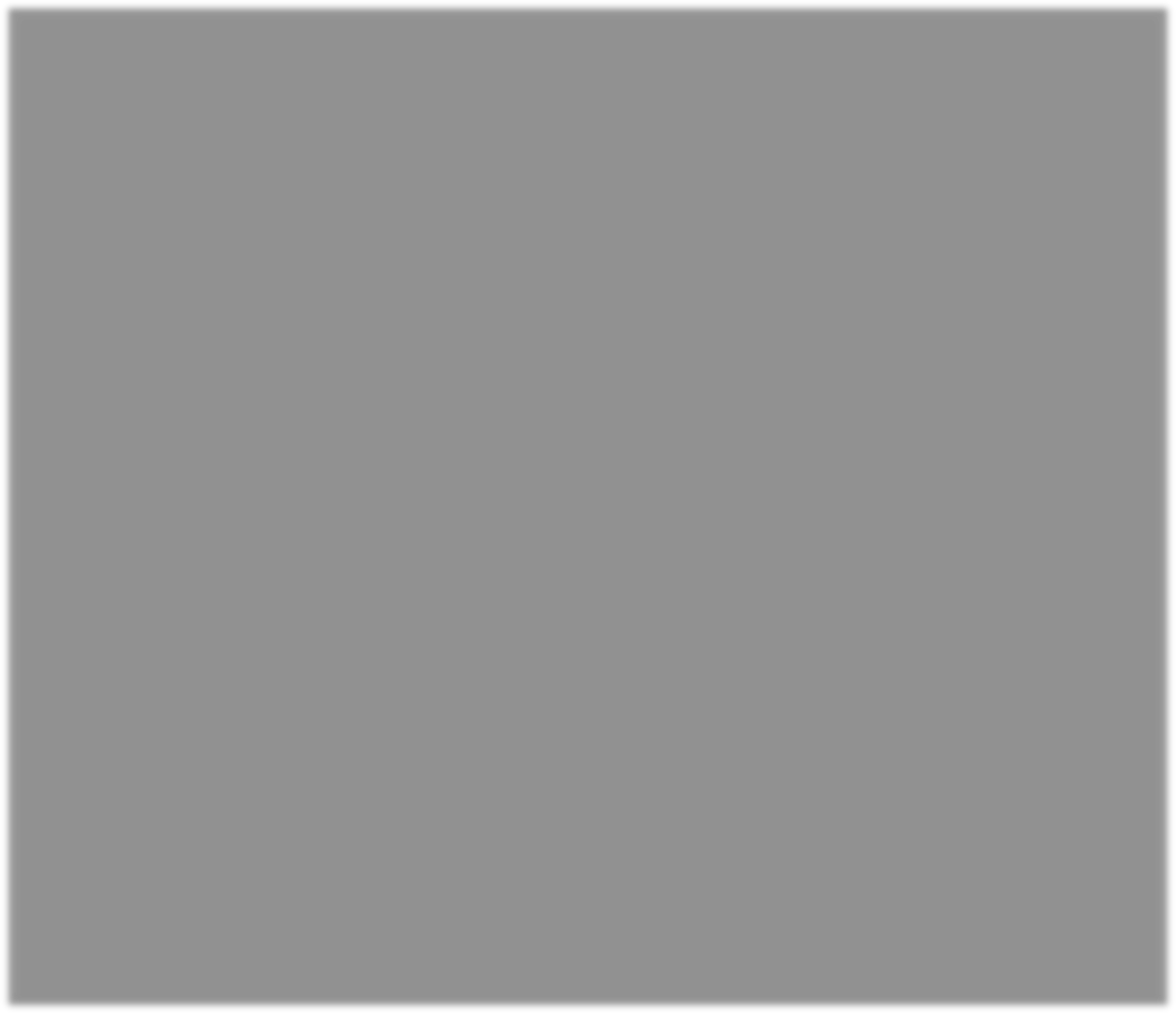
**Step 6:** Form1.cs will appear.



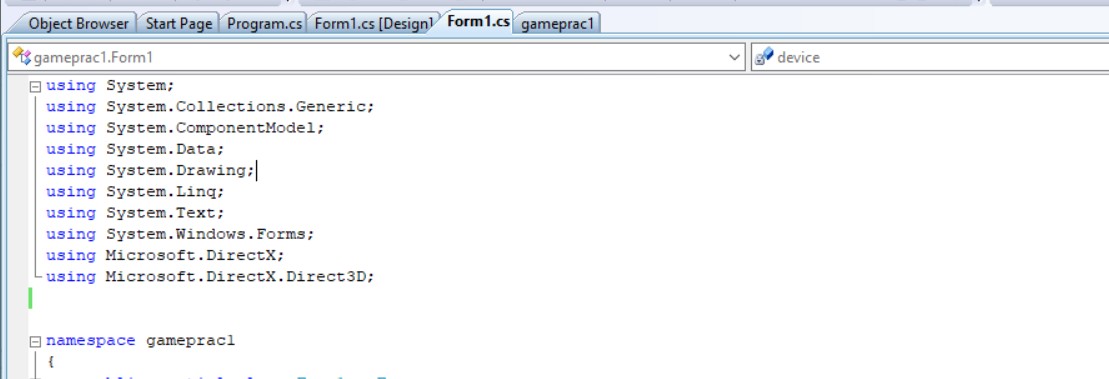
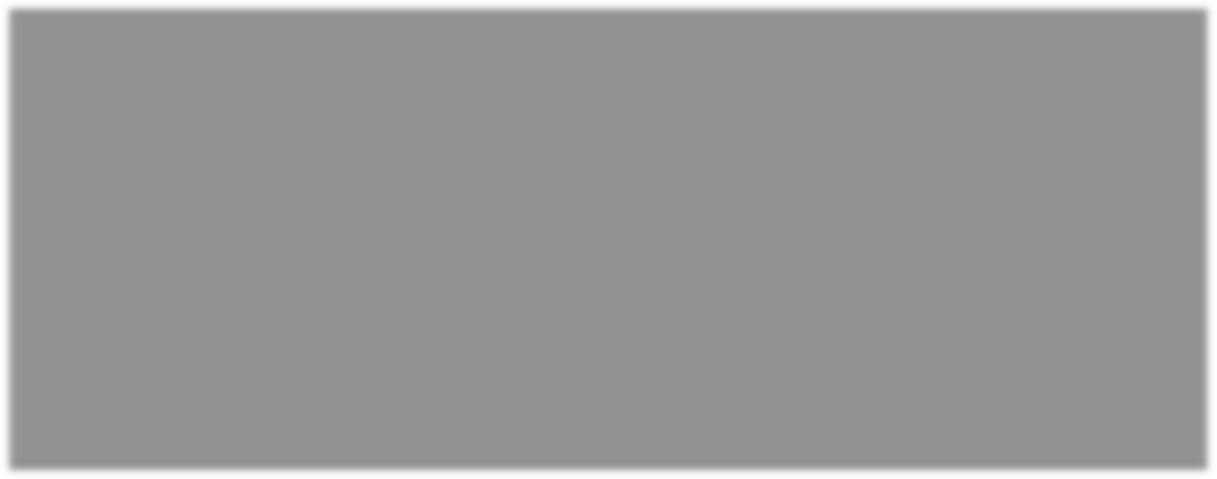
**Step 7:** In Solution Explorer right click on reference -> Add Reference.



**Step 8:** Click on Microsoft.DirectX and Microsoft.DirectX.Direct3D.



**Step 9:** Type using Microsoft.DirectX; and using Microsoft.DirectX.Direct3D;



# Source Code:

using System;

using System.Collections.Generic; using System.ComponentModel; using System.Data;

using System.Drawing; using System.Linq; using System.Text;

using System.Windows.Forms; using Microsoft.DirectX;

using Microsoft.DirectX.Direct3D;

namespace gameprac1

{

public partial class Form1 : Form

{

private Device device = null; public Form1()

{

InitializeComponent(); InitDevice();

}

public void InitDevice()

{

PresentParameters pp = new PresentParameters(); pp.Windowed = true;

pp.SwapEffect = SwapEffect.Discard;

device = new Device(0, DeviceType.Reference, this, CreateFlags.SoftwareVertexProcessing, pp);

}

protected override void OnPaint(PaintEventArgs e)

{

//Clear the backbuffer to a yellowgreen color device.Clear(ClearFlags.Target, Color.Yellowgreen, 0, 1); device.Present();

}

private void Form1\_Load(object sender, EventArgs e)

{

}

}

}

# Output:

