WinMain ()

{

InitWindow ();

InitDevice ();

PeekMessage (); 🡪 WindowProc () { }

Render ();

CleanupDevice ();

}

InitWindow ()

{

CreateWindow ()

}

InitDevice ()

{

Create Device & Swapchain

Get the address of the Back Buffer

Create Render Target

Set Render Target

Setup Viewport

PipeLine ()

{

Compile shader with blob object

Encapsulate both shaders into shader object

Set the shader object

Define the input layout

Create the Input layout

Set the Input layout

}

Graphics ()

{

Create Vertex Buffer

Set Vertex Buffer

}

}

Render ()

{

Clear the Back Buffer

Set PRIMITIVE TOPOLOGY

Draw

Swapchain

}

CleanupDevice ()

{

Release COM objects

}