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

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

Create Vertex Buffer

Set Vertex Buffer

Create Index Buffer

Set Index Buffer

Set Primitive Topology

Create Constant Buffer

Initialize World Matrix

Initialize View Matrix

Initialize Projection Matrix

}

Render ()

{

Animate the Cube

Clear the Back Buffer

Update the Variables

Render a triangle

Draw

Swapchain

}

CleanupDevice ()

{

Release COM objects

}