#define \_CRT\_SECURE\_NO\_WARNINGS

#include<stdio.h>

#include<windows.h> //win32函数（窗体）

#include<math.h>

#include<iostream>

#include <conio.h>

using namespace std;

typedef struct List {

char \*c;

struct List\* next;

}List;

void Init(List\*& L)

{

L = (List\*)malloc(sizeof(List));

L->next = NULL;

}

void Insert(List\*& L, char p[][10],int n)

{

List\* t,\*r,\*q;

q = L;

for (int i = 0;i < n;i++) {

r = (List\*)malloc(sizeof(List));

r->c = p[i];

q->next = r;

q = r;

}

q->next = L->next;

L = L->next;

}

extern "C" WINBASEAPI HWND WINAPI GetConsoleWindow();

//上面这句声明GetConsoleWindow()这个Win32函数是C语言编写的。

//当前这个源程序是C++源文件。它们在编译后的调用约定不同。

void tupian(char \*a)

{

int height, width;

HWND hwnd;

HDC hdc;

hwnd = GetConsoleWindow();//获取准备绘图的窗口。

hdc = GetDC(hwnd);//获取窗口的客户区（正文区域）

FILE\* fp = fopen(a, "rb");

fseek(fp, 0, SEEK\_END);//定位到文件的最后面

long length = ftell(fp);//ftell获得该文件指示符此时的偏移量,此时已经是在文件末尾,故能获得文件的大小

height = width = (int)sqrt(length / 3);//图像都是正方形

unsigned char\* red,\*blue,\*green;

red = (unsigned char\*)malloc(sizeof(char) \* height \* width);

blue = (unsigned char\*)malloc(sizeof(char) \* height \* width);

green = (unsigned char\*)malloc(sizeof(char) \* height \* width);

fseek(fp, 0, SEEK\_SET);//文件指针重回头部

fread(red, 1, height \* width, fp);

fread(green, 1, height \* width, fp);

fread(blue, 1, height \* width, fp);

fclose(fp);

for (int i = 0;i < height;i++) {

for (int j = 0;j < width;j++) {

long off;

off = i \* width + j;//像素在数组中的偏移量

SetPixel(hdc, j, i, RGB(red[off], green[off], blue[off]));

//RGB()把三种颜色混合

}

}

ReleaseDC(hwnd, hdc);

//getchar();

}

int main(int argc, char\* argv[]) {

char a[4][10] = { "RAW\\1.raw","RAW\\2.raw","RAW\\3.raw","RAW\\4.raw" };

List\* L;

Init(L);

Insert(L, a,4);

while (\_getch() != 27) // 按ESC退出

{

tupian(L->c);

L = L->next;

}

return 0;

}



