

Napredno Windows programiranje

vježba 1.

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```
#include <windows.h>

#define IDC_BUTTON1 101
#define IDC_BUTTON2 102

void OnCreate(HWND hw){
    CreateWindow("BUTTON", "jedan", WS_CHILD | WS_VISIBLE,
        50, 50, 60, 24, hw, (HMENU)IDC_BUTTON1, 0, 0);
    CreateWindow("BUTTON", "dva", WS_CHILD | WS_VISIBLE,
        50, 80, 60, 24, hw, (HMENU)IDC_BUTTON2, 0, 0);
}

void OnCommand(HWND hw, int id, int code){
    switch(id){
        case IDC_BUTTON1:
            MessageBox(hw, "jedan", "NWP", MB_OK|MB_ICONWARNING);
            break;
        case IDC_BUTTON2:
            MessageBox(hw, "dva", "NWP", MB_OK|MB_ICONWARNING);
            break;
    }
}

LRESULT CALLBACK WndProc(HWND hw, UINT msg, WPARAM wp, LPARAM lp){
    switch (msg){
        case WM_CREATE:
            OnCreate(hw);
            return 0;
        case WM_COMMAND:
            OnCommand(hw, LOWORD(wp), HIWORD(wp));
            return 0;
        case WM_DESTROY:
            PostQuitMessage(0);
            return 0;
    }
    return DefWindowProc(hw, msg, wp, lp);
}

int RegisterMyClass(HINSTANCE hInstance, char* className){
    WNDCLASS wc;
    ZeroMemory(&wc, sizeof wc);
    wc.lpfnWndProc = WndProc;
    wc.hInstance = hInstance;
    wc.lpszClassName = className;
    wc.style = CS_HREDRAW | CS_VREDRAW;
    wc.hCursor = LoadCursor(NULL, IDC_ARROW);
    wc.hbrBackground = (HBRUSH) GetStockObject(WHITE_BRUSH);
    return RegisterClass(&wc);
}

int WINAPI WinMain(HINSTANCE hInstance, HINSTANCE hp, LPSTR cmdLine, int nShow){
    char clsName[] = "NWPClass";
    if(!RegisterMyClass(hInstance, clsName))
        return 0;

    HWND hwnd = CreateWindow(clsName, "NWP 1", WS_OVERLAPPEDWINDOW | WS_VISIBLE,
        CW_USEDEFAULT, CW_USEDEFAULT, CW_USEDEFAULT, CW_USEDEFAULT,
        NULL, NULL, hInstance, NULL);

    MSG msg;
    while(GetMessage(&msg, NULL, 0, 0))
        DispatchMessage(&msg);
    return msg.wParam;
}
```