

Chapter 2

Review Questions

1. WinMain is the starting point of a Windows application.
2. The `lpfnWndProc` member of the `WNDCLASSEX` structure points to the function that will process the messages sent to the window.
3. `WS_OVERLAPPED` is the style most often used for windowed games.
4. The following three styles combined with the OR `|` operator are most often used for full-screen games: `WS_EX_TOPMOST | WS_VISIBLE | WS_POPUP`
5. false
6. By sending it messages.
7. Until a `WM_QUIT` message is received.
8. They are handled by Windows.
9. Windows sends a `WM_CHAR` message whenever the user types a character on the keyboard.
10. A number assigned by Windows for each key on the keyboard.

Exercises

1. The `APP_TITLE[]` variable in `winmain.cpp` is modified to include the student name.

```
// Programming 2D Games
// Copyright (c) 2011 by:
// Charles Kelly
// Chapter 2 "Hello World" Windows Style v1.0
// winmain.cpp
#define WIN32_LEAN_AND_MEAN
#include <windows.h>
// Function prototypes
int WINAPI WinMain(HINSTANCE, HINSTANCE, LPSTR, int);
bool CreateMainWindow(HINSTANCE, int);
LRESULT WINAPI WinProc(HWND, UINT, WPARAM, LPARAM);
// Global variable
HINSTANCE hinst;
// Constants
const char CLASS_NAME[] = "WinMain";
const char APP_TITLE[] = "Hello World, Your Name Here"; // title bar text
```
2. Backspace, Tab, Linefeed, Carriage return, Escape.
3.
 - a. The answer will vary depending on the keyboard used and which key combinations are attempted.
 - b. The key combinations that do not correctly report all simultaneous keys depend on the keyboard model used.