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// PROGRAM TO CREATE SIMPLE WINDOW
#include <windows.h>

LPCTSTR ClsName = "BasicApp";
LPCTSTR WndName = "A Simple Window";

LRESULT CALLBACK WndProcedure(HWND hWnd, UINT uMsg,WPARAM wParam, LPARAM lParam);

INT WINAPI WinMain(HINSTANCE hInstance, HINSTANCE hPrevInstance, LPSTR lpCmdLine, int nCmdShow)
{
        MSG       Msg;
        HWND      hWnd;
        WNDCLASSEX WndClsEx;

        // Create the application window
        WndClsEx.cbSize        = sizeof(WNDCLASSEX);
        WndClsEx.style         = CS_HREDRAW | CS_VREDRAW;
        WndClsEx.lpfnWndProc   = WndProcedure;
        WndClsEx.cbClsExtra    = 0;
        WndClsEx.cbWndExtra    = 0;
        WndClsEx.hIcon         = LoadIcon(NULL, IDI_APPLICATION);
        WndClsEx.hCursor       = LoadCursor(NULL, IDC_ARROW);
        WndClsEx.hbrBackground = (HBRUSH)GetStockObject(WHITE_BRUSH);
        WndClsEx.lpszMenuName  = NULL;
        WndClsEx.lpszClassName = ClsName;
        WndClsEx.hInstance     = hInstance;
        WndClsEx.hIconSm       = LoadIcon(NULL, IDI_APPLICATION);

        // Register the application
        RegisterClassEx(&WndClsEx);

        // Create the window object
        hWnd = CreateWindow(ClsName, WndName, WS_OVERLAPPEDWINDOW, CW_USEDEFAULT,
CW_USEDEFAULT, CW_USEDEFAULT, CW_USEDEFAULT,NULL,NULL,hInstance,NULL);

                // Find out if the window was created
        if( !hWnd ) // If the window was not created,
                return 0; // stop the application
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	// Display the window to the user
	ShowWindow(hWnd, SW_SHOWNORMAL);
	UpdateWindow(hWnd);

	// Decode and treat the messages
	// as long as the application is running
	while( GetMessage(&Msg, NULL, 0, 0) )
	{
	TranslateMessage(&Msg);
	DispatchMessage(&Msg);
	}
	return Msg.wParam;
}

LRESULT CALLBACK WndProcedure(HWND hWnd, UINT Msg,WPARAM wParam, LPARAM lParam)
{
   switch(Msg)
   {
   // If the user wants to close the application
   case WM_DESTROY:
      // then close it
      PostQuitMessage(WM_QUIT);
      break;
   default:
      // Process the left-over messages
      return DefWindowProc(hWnd, Msg, wParam, lParam);
   }
   // If something was not done, let it go
   return 0;
}
```