

## GetDC

The **GetDC** function retrieves a handle of a display device context (DC) for the client area of the specified window. The display device context can be used in subsequent GDI functions to draw in the client area of the window.

This function retrieves a common, class, or private device context depending on the class style specified for the specified window. For common device contexts, **GetDC** assigns default attributes to the device context each time it is retrieved. For class and private device contexts, **GetDC** leaves the previously assigned attributes unchanged.

```
HDC GetDC(  
    HWND hWnd        // handle of window  
);
```

### Parameters

*hWnd*

Identifies the window whose device context is to be retrieved.

### Return Value

If the function succeeds, the return value identifies the device context for the given window's client area.

If the function fails, the return value is NULL.

### Remarks

After painting with a common device context, the **ReleaseDC** function must be called to release the device context. Class and private device contexts do not have to be released. The number of device contexts is limited only by available memory.