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~~Purpose. The Microsoft Windows graphics device interface (GDI) enables applications to use graphics and formatted text on both the video display and the printer. Windows-based applications do not access the graphics hardware directly. Instead, GDI interacts with device drivers on behalf of applications.~~

~~Windows GDI - Win32 apps | Microsoft Docs~~

~~GDI was first written for 16-bit Windows and then updated for 32-bit and 64-bit Windows. GDI+ was introduced in Windows XP as a successor to GDI. The GDI+ library is accessed through a set of C++ classes that wrap flat C functions. The .NET Framework also provides a managed version of GDI+ in the System.Drawing namespace. Direct3D supports 3-D graphics. Direct2D is a modern API for 2-D graphics, the successor to both GDI and GDI+.~~

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~~The book covers Windows graphics programming at three layers: the implementation layer, the API layer, and the application layer. The implementation layer covers what is behind the Win32 GDI API and DirectX COM interfaces, which is the undocumented world of Windows graphics engine and the Win32 subsystem client DLLs.~~

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