When is a window visible yet not visible?

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Today, a quick puzzler.

Consider the following code fragment:

```
ShowWindow(hwnd, SW_SHOWNORMAL);
assert(IsWindowVisible(hwnd));
```

We just showed the window, certainly it is visible, right? Yet the assertion can fire (even in the absence of multi-threading). Why?

Answer below – stop reading if you want to try to solve it yourself.

Take a look at the `IsWindowVisible` function.

> If the specified window, its parent window, its parent's parent window, and so forth, have the `WS_VISIBLE` style, the return value is nonzero. Otherwise, the return value is zero.

The `WS_VISIBLE` style indicates that this window is visible in its parent. But the parent itself might not be visible, in which case `IsWindowVisible` returns `FALSE`.

[Raymond is currently on vacation; this message was pre-recorded.]

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