

Execute a file as if it were a program, even though its extension is not EXE

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Today's Little Program executes a file as if it were a program, even though its extension is not EXE. The idea here is to prevent somebody from running your program by accident, so you give it an extension like `.MOD`. This is great for preventing somebody from running the program by mistake, but how do you do it on purpose?

```
#define STRICT
#include <windows.h>
#include <shellapi.h>
int WINAPI WinMain(
    HINSTANCE hinst, HINSTANCE hinstPrev,
    LPSTR lpCmdLine, int nCmdShow)
{
    SHELLEXECUTEINFO sei = { 0 };
    sei.cbSize = sizeof(sei);
    sei.nShow = SW_SHOWNORMAL;
    sei.lpFile = TEXT("C:\\full\\path\\to\\program.mod");
    sei.fMask = SEE_MASK_CLASSNAME;
    sei.lpVerb = TEXT("open");
    sei.lpClass = TEXT("exefile");
    ShellExecuteEx(&sei);
    return 0;
}
```

We're merely using the lpClass member of the SHELLEXECUTEINFO structure to force the file to be interpreted as the type we specify, overriding the default type inference code.

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