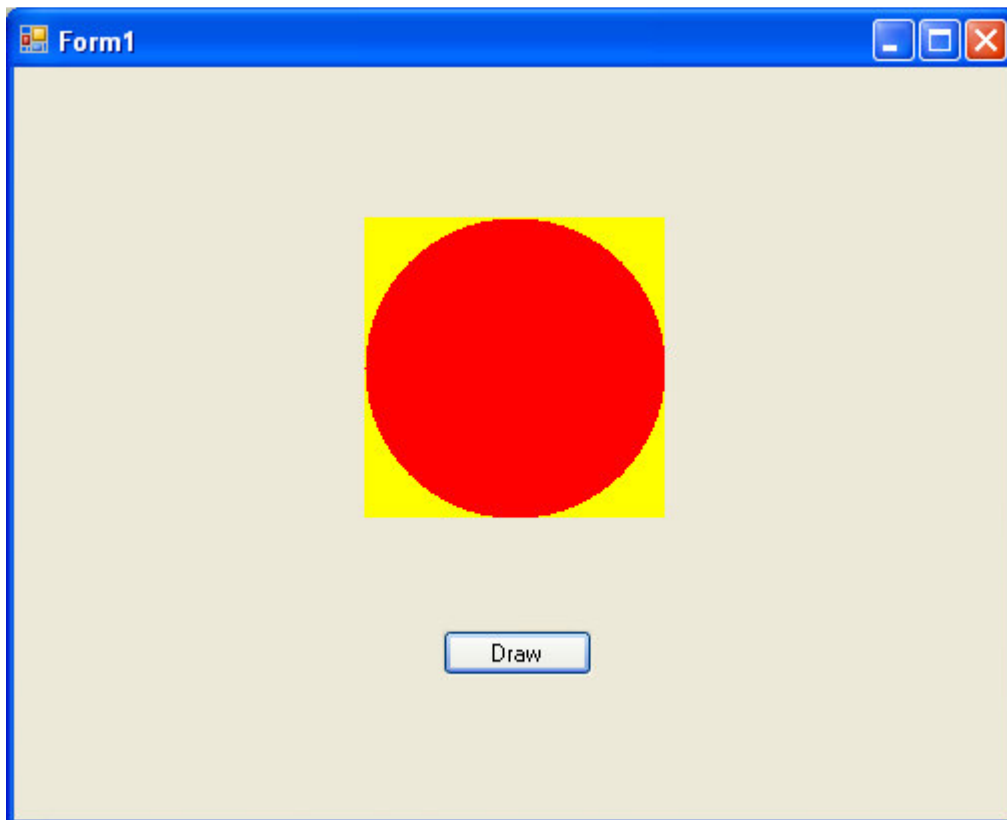


Windows Programming Exercise

Drawing graphics

Follow the instructions in the tutorial document (a separate file) to create a Windows Form project. Add a “PictureBox” control in the form. PictureBox can be chosen from the Toolbox.

In Form1.cs (code behind), there are two functions: Form1() and button1_click(). Form1() is the constructor of class Form1 and button1_click() is called event handler. The code in this function will execute when button1 is clicked. You can add an event handler function by double-clicking the button control on the form. A skeleton function is automatically generated.



Code behind

Form1.cs

```
using System;  
using System.Collections.Generic;  
using System.ComponentModel;  
using System.Data;
```

```
using System.Drawing;
using System.Text;
using System.Windows.Forms;

namespace GraphicsExercise
{
    public partial class Form1 : Form
    {
        Brush yellowBrush;
        Brush redBrush;

        Graphics g;

        public Form1()
        {
            InitializeComponent();

            yellowBrush = new SolidBrush(Color.Yellow);
            redBrush = new SolidBrush(Color.Red);

            g = pictureBox1.CreateGraphics();
        }

        private void button1_Click(object sender, EventArgs e)
        {
            Rectangle rect = new Rectangle(0, 0, 150, 150);
            g.FillRectangle(yellowBrush, rect);
            g.FillEllipse(redBrush, rect);
        }
    }
}
```