

Drawing Images on Panels
Code is in the
SOFT152PictureExample.zip file

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- Any number of Images can be drawn onto a Panel using the DrawImage() method
- The next few overheads explains the sample code of how to draw one Image on a Panel. The panel is shown with a white background



```

public partial class DrawImageForm : Form
{
    private Image pictureOne;

    private string fileName;

    1 reference
    public DrawImageForm() { ... }

    1 reference
    private void LoadButton_Click(object sender, EventArgs e)
    {
        fileName = @"images\Rabbit.jpg";
        pictureOne = new Bitmap(fileName);

        // either call a method to do the drawing
        DrawTheImage();

        // alternatively can also call refresh
        // which will call the Paint() method

        // Refresh();
    }

    1 reference
    private void DrawTheImage()
    {
        Rectangle pictureOnePosAndSize = new Rectangle (20, 30, 250, 200);

        using (Graphics panelGraphics = ImagePanel.CreateGraphics())
        {
            panelGraphics.Clear(Color.White);
            panelGraphics.DrawImage(pictureOne, pictureOnePosAndSize);
        }
    } // end DrawTheImage()

```

As the project is set to 'Debug' mode, the 'images' folder will be found in the <project path> bin/debug folder

Use the filename to load in an Image and create a Bitmap

Define a position and a size: (x, y, width, height)

Now draw the image at the specified location and size

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USING PAINT()

- o Alternatively can use the Panels. Paint() method

```

private void ImagePanel_Paint(object sender, PaintEventArgs e)
{
    // the Paint() method is called automatically, and it may be called
    // before a picture is loaded. So test for a null image and if null
    // then return from this method before the picture is used
    if (pictureOne == null)
    {
        // just a debug message to show if the picture is null when Paint() is called
        Console.WriteLine(" paint called pictureOne is null ");
        return;
    }

    Rectangle pictureOnePosAndSize = new Rectangle(20, 30, 250, 200);

    using (Graphics panelGraphics = ImagePanel.CreateGraphics())
    {
        panelGraphics.DrawImage(pictureOne, pictureOnePosAndSize);
    }
}

```

As we have no control over when Paint() is called, need to take steps to ensure the image being drawn has actually loaded or exists

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GRAPHICS.DRAWIMAGE()

- The Graphics.DrawImage() method has multiple methods to see them please see:
- <http://msdn.microsoft.com/en-us/library/system.drawing.graphics.drawimage%28v=vs.110%29.aspx>