namespace Excercise\_2 {

public partial class Form1 : Form {

public Form1() {

InitializeComponent();

this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.None;

}

private void Drawing(object sender, PaintEventArgs e) {

//all values are changeable

int w = Size.Width;

int h = Size.Height;

int s = 10;

int g = 5;

int half = w/2;

int both = s + g;

Graphics form = e.Graphics;

SolidBrush black = new SolidBrush(Color.Black);

SolidBrush gray = new SolidBrush(Color.LightGray);

form.FillRectangle(black, new Rectangle(w/2, 0, w/2, h));

//left side of the display

//int curx = half - s;

int cury = h - both;

for (int x = (half -s); x >= 0; x -= s) {

int curx = half - s;

cury -= both;

for (int y = h; y >= 0; y -= both) {

if (curx < both)

break;

if (cury < both)

break;

form.FillRectangle(gray, curx, cury, s, s);

curx -= both;

}

}

//right side of the display

int currx = half;

int curry = h - both;

for (int x = half; x < w; x += s) {

currx = half;

curry -= both;

for (int y = h; y > 0; y -= both) {

if (currx > (w - both - s))

break;

if (curry < both)

break;

form.FillRectangle(gray, currx, curry, s, s);

currx += both;

}

}

form.Dispose();

}

}

}