

# UPDF: First Steps

## Getting Started

A good place to start is the Samples folder that comes with the source code. This wiki also shows the [PDFsharp Samples](#).

We'll discuss a few lines of the [Hello World sample](#) here.

You'll need a PDF document:

```
PdfDocument document = new PdfDocument();
```

And you need a page:

```
PdfPage page = document.AddPage();
```

Drawing is done with an XGraphics object:

```
XGraphics gfx = XGraphics.FromPdfPage(page);
```

Then you'll create a font:

```
XFont font = new XFont("Verdana", 20, XFontStyle.Bold);
```

And you use that font to draw a string:

```
gfx.DrawString("Hello, World!", font, XBrushes.Black,  
    new XRect(0, 0, page.Width, page.Height),  
    XStringFormat.Center);
```

When drawing is done, write the file:

```
string filename = "HelloWorld.pdf";  
document.Save(filename);
```

A PC application might show the file:

```
Process.Start(filename);
```

A web application would return the PDF file in an HTTP response. Look at our web samples how to do this.

The [Hello World sample](#) is also available as an [Visual Basic sample](#).

See also: [PDFsharp Samples](#)