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1 //using is a directive
2 //System is a name space
3 //name space is a collection of features that our needs to run
4 using System;
5 using System.Drawing;
6 //public means accessible anywhere
7 //partial means this class is split over multiple files
8 //class is a keyword and think of it as the outermost level of grouping
9 //:System.Web.UI.Page means our page inherits the features of a Page
10 public partial class _Default : System.Web.UI.Page
11 {
12     protected void Button1_Click(object sender, EventArgs e)
13     {
14         Bitmap image = new Bitmap(@"c:\data\lessonimage.bmp");
15         int x, y; //to get each pixel's location
16         for(x=0;x<image.Width;x++) //controls moving horizontally
17         {
18             for(y=0;y<image.Height;y++) //controls moving vertically
19             {
20                 Color pixelColor = image.GetPixel(x, y); //get each pixels's color
21                 Color newColor = Color.FromArgb(pixelColor.B, pixelColor.R, pixelColor.G); //
22                 //make a new color
23                 image.SetPixel(x, y, newColor); //set new color
24             }
25         }
26         //line 26 converts picture to array of bytes
27         byte[] picBytes =(byte[])new ImageConverter().ConvertTo(image, typeof(byte[]));
28         //line 28 converts array of bytes to a certain kind of string
29         string baseString = Convert.ToBase64String(picBytes);
30         //line 30 sets the image URL in a format that allows the image to be displayed in a
31         //web page
32         Image1.ImageUrl = "data:image/png;base64," + baseString;
33     }
34 }
35
36
```