Drawing Images with GDI

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Preparing to Draw Images

- Drawing images requires a bitmap to either be loaded from file or made manually (using a Image).

- Then you just call DrawImage().

Preparing to Draw Images – From File

- The Bitmap constructor allows Bitmaps to be created from a file on disk.

- You can use the System.Environment.CurrentDirectory to retrieve the working directory of the application.

- The Bitmap class can load the following filetypes:
  - BMP
  - GIF
  - EXIF
  - PNG
  - TIFF

Preparing to Draw Images – From File

```csharp
string fileName = System.Environment.CurrentDirectory
                        + "\\hangout-smiley-face.jpg";
Bitmap myBitmap = new Bitmap(fileName);
```

Preparing to Draw Images - Manually

- Create a new Image object

- Get its Graphics Object.

- Draw to it as normal.

- Create a new bitmap using the Image

DrawImage
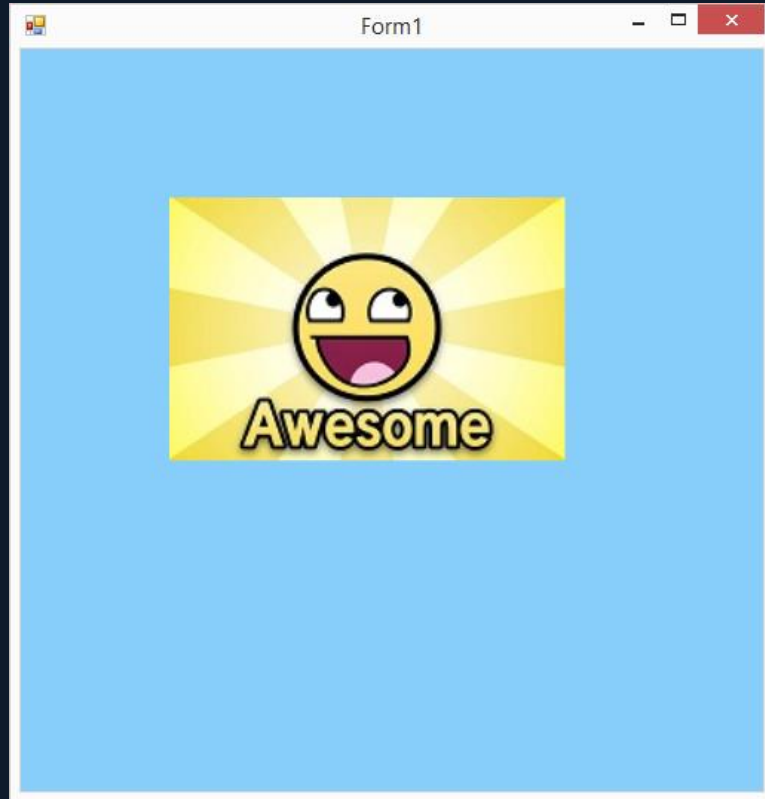
- Once you have a Bitmap, simply call DrawImage:

```
g.DrawImage(myBitmap, new Point(100, 100) );
```

DrawImage Example

```csharp
private void RenderTextExample(Graphics g)
    {

        string fileName = System.Environment.CurrentDirectory
                            + "\\hangout-smiley-face.jpg";
        Bitmap myBitmap = new Bitmap(fileName);

        g.DrawImage(myBitmap, new Point(100, 100) );
    }
```

DrawImage Example

Summary

- Bitmaps support a number of filetypes

- Or can be created manually.

- Call DrawImage()

References

- Microsoft, 2015, *Rendering Images with GDI+,* MSDN
  - https://msdn.microsoft.com/en-us/library/aa984387(v=vs.71).aspx