GDI:

画一条直线：

首先需要画直线的对象，需要图纸，

需要笔，需要颜色。

/// <summary>

/// 画一条直线

/// </summary>

/// <param name="sender"></param>

/// <param name="e"></param>

private void button1\_Click(object sender, EventArgs e)

{

//首先创建画直线的对象,因为graphics不能实例化，

//所有将这个窗体作为它的画纸

Graphics g = this.CreateGraphics();

//创建画笔，随便确定颜色

Pen pen = new Pen(Brushes.Black);

//画一条直线需要两个点

Point n1 = new Point(200,200);

Point n2 = new Point(350,350);

//调用画一条直线的方法

g.DrawLine(pen,n1,n2);

}

/// <summary>

/// 当我们拖动窗体时，窗体会发生改变，所以要重新绘制直线

/// </summary>

/// <param name="sender"></param>

/// <param name="e"></param>

int i=0;

private void Form1\_Paint(object sender, PaintEventArgs e)

{

i++;

label1.Text = i.ToString();

//重新绘制，还是需要画直线的对象，画纸，笔，颜色

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//创建画笔，随便确定颜色

Pen pen = new Pen(Brushes.Black);

//画一条直线需要两个点

Point n1 = new Point(200, 200);

Point n2 = new Point(350, 350);

//调用画一条直线的方法

g.DrawLine(pen, n1, n2);

}

使用GDI画简单图形：

画矩形还需矩形的对象：矩形的左上角坐标，然后需要高度和宽度。

/// <summary>

/// 画矩形

/// </summary>

/// <param name="sender"></param>

/// <param name="e"></param>

private void button2\_Click(object sender, EventArgs e)

{

Graphics juxing = this.CreateGraphics();

Pen p1 = new Pen(Brushes.Red);

Size s1 = new Size(200, 200);

Rectangle re = new Rectangle(new Point(80,80),s1);

juxing.DrawRectangle(p1,re);

}

/// <summary>

/// 画一个文本

/// </summary>

/// <param name="sender"></param>

/// <param name="e"></param>

private void button3\_Click(object sender, EventArgs e)

{

Graphics text = this.CreateGraphics();

text.DrawString("文憔悴最帅",new Font ("宋体",20,FontStyle.Underline),Brushes.Black,new Point(500,500));

}

生成验证码：

//需要随机生成验证码

Random r = new Random();

string str = null;

for (int i = 0; i < 5; i++)

{

str += r.Next(0, 10).ToString();

}

//需要创建位图，也就是验证码图片的大小

Bitmap btp = new Bitmap(150, 40);

//创建画验证码的对象,这个GDI的对象，所要的画纸，就是这个位图

Graphics gs = Graphics.FromImage(btp);

//需要画出一个文本，显示在位图上

for (int i = 0; i < 5; i++)

{

//画的文本，需要字体，颜色，坐标，还有验证码

Point p = new Point(i \* 20, 10);

Color[] col = { Color.Red, Color.Green, Color.Yellow, Color.Blue, Color.Black };

string[] pont = { "宋体", "隶书", "仿宋", "微软雅黑", "黑体" };

gs.DrawString(str[i].ToString(), new Font(pont[r.Next(0, 5)], 15, FontStyle.Bold), new SolidBrush(col[r.Next(0, 5)]), p);

}

//之后画一些直线

for (int i = 0; i < 20; i++)

{

Pen pen = new Pen(Brushes.Black);

//将直线的坐标都限制在位图当中

Point p1 = new Point(r.Next(btp.Width), r.Next(btp.Height));

Point p2 = new Point(r.Next(btp.Width), r.Next(btp.Height));

gs.DrawLine(pen, p1, p2);

}

//之后则是一些像素点

for (int i = 0; i < 400; i++)

{

//也需要坐标，和颜色

Point p = new Point(r.Next(btp.Width), r.Next(0, btp.Height));

btp.SetPixel(p.X, p.Y, Color.Black);

}

//将图片镶进去picturebox1.image中

pictureBox1.Image = btp;