

Colors, Pens, Brushes and Fonts

Graphic Objects and Color Specifications






































































































































The Color Structure

- Represents an ARGB (alpha, red, green, blue) color.
 - Named colors are represented by using the properties of the **Color** structure.
 - For more information about these colors, see [Colors by Name](#) in the MSDN Library.
 - To determine the alpha, red, green, or blue component of a color, use the [A](#), [R](#), [G](#), or [B](#) property, respectively.
 - You can create a custom color by using one of the **FromArgb** methods.
-

The Color Structure

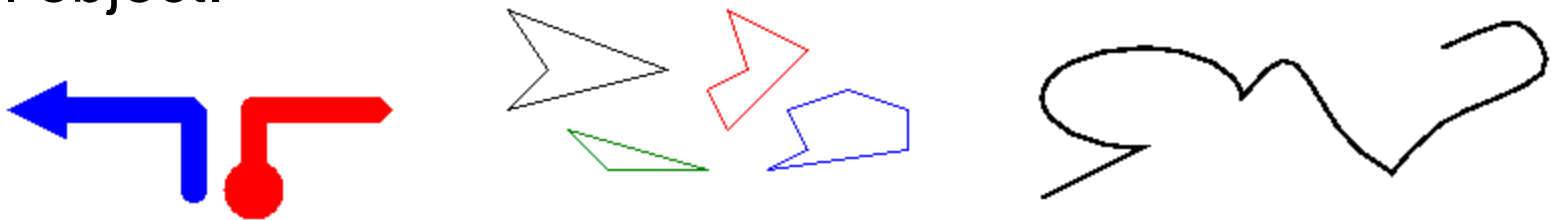
```
private void ShowPropertiesOfSlateBlue(PaintEventArgs e)
{
    Color slateBlue = Color.FromName("SlateBlue");
    byte g = slateBlue.G;
    byte b = slateBlue.B;
    byte r = slateBlue.R;
    byte a = slateBlue.A;
    string text = String.Format("Slate Blue has these ARGB values: Alpha:{0}, " +
        "red:{1}, green: {2}, blue {3}", new object[] { a, r, g, b });
    e.Graphics.DrawString(text,
        new Font(this.Font, FontStyle.Italic),
        new SolidBrush(slateBlue),
        new PointF(0.0F, 0.0F), this.Size));
}
```

Named Colors

	AliceBlue	#FFF0F8FF		DarkTurquoise	#FF00CED1		LightSeaGreen	#FF20B2AA		PapayaWhip	#FFFFEFD5
	AntiqueWhite	#FFFAEBD7		DarkViolet	#FF9400D3		LightSkyBlue	#FF87CEFA		PeachPuff	#FFFFDAB9
	Aqua	#FF00FFFF		DeepPink	#FFFF1493		LightSlateGray	#FF778899		Peru	#FFCD853F
	Aquamarine	#FF77FFD4		DeepSkyBlue	#FF00BFFF		LightSteelBlue	#FFB0C4DE		Pink	#FFFC0CB
	Azure	#FFF0FFFF		DimGray	#FF696969		LightYellow	#FFFFFFE0		Plum	#FFDDA0DD
	Beige	#FFF5F5DC		DodgerBlue	#FF1E90FF		Lime	#FF00FF00		PowderBlue	#FFB0E0E6
	Bisque	#FFFFE4C4		Firebrick	#FFB22222		LimeGreen	#FF32CD32		Purple	#FF800080
	Black	#FF000000		FloralWhite	#FFFFFFAF0		Linen	#FFFAF0E6		Red	#FFFF0000
	BlanchedAlmond	#FFFFEBCD		ForestGreen	#FF228B22		Magenta	#FFFF00FF		RosyBrown	#FFBC8F8F
	Blue	#FF0000FF		Fuchsia	#FFFF00FF		Maroon	#FF800000		RoyalBlue	#FF4169E1
	BlueViolet	#FF8A2BE2		Gainsboro	#FFDCDCDC		MediumAquamarine	#FF66CDAA		SaddleBrown	#FF8B4513
	Brown	#FFA52A2A		GhostWhite	#FFF8F8FF		MediumBlue	#FF0000CD		Salmon	#FFFA8072
	BurlyWood	#FFDEB887		Gold	#FFFD700		MediumOrchid	#FFBA55D3		SandyBrown	#FF4A460
	CadetBlue	#FF5F9EA0		Goldenrod	#FFDAA520		MediumPurple	#FF9370DB		SeaGreen	#FF2E8B57
	Chartreuse	#FF7FFF00		Gray	#FF808080		MediumSeaGreen	#FF3CB371		SeaShell	#FFFFFF5EE
	Chocolate	#FFD2691E		Green	#FF008000		MediumSlateBlue	#FF7B68EE		Sienna	#FFA0522D
	Coral	#FFFF7F50		GreenYellow	#FFADFF2F		MediumSpringGreen	#FF00FA9A		Silver	#FFC0C0C0
	CornflowerBlue	#FF6495ED		Honeydew	#FFF0FFF0		MediumTurquoise	#FF48D1CC		SkyBlue	#FF87CEEB
	Cornsilk	#FFFFFFF8DC		HotPink	#FFFF69B4		MediumVioletRed	#FFC71585		SlateBlue	#FF6A5ACD
	Crimson	#FFDC143C		IndianRed	#FFCD5C5C		MidnightBlue	#FF191970		SlateGray	#FF708090
	Cyan	#FF00FFFF		Indigo	#FF4B0082		MintCream	#FFF5FFFA		Snow	#FFFFFFFA
	DarkBlue	#FF00008B		Ivory	#FFFFFFF0		MistyRose	#FFFE4E1		SpringGreen	#FF00FF7F
	DarkCyan	#FF008B8B		Khaki	#FFF0E68C		Moccasin	#FFFE4B5		SteelBlue	#FF4682B4
	DarkGoldenrod	#FFB8860B		Lavender	#FFE6E6FA		NavajoWhite	#FFFFDEAD		Tan	#FFD2B48C
	DarkGray	#FFA9A9A9		LavenderBlush	#FFFFFF0F5		Navy	#FF000080		Teal	#FF008080
	DarkGreen	#FF006400		LawnGreen	#FF7CFC00		OldLace	#FFFD5E6		Thistle	#FFD8BFD8
	DarkKhaki	#FFBD876B		LemonChiffon	#FFFFFACD		Olive	#FF808000		Tomato	#FFF6347
	DarkMagenta	#FF8B008B		LightBlue	#FFADD8E6		OliveDrab	#FF6B8E23		Transparent	#00FFFFFF
	DarkOliveGreen	#FF556B2F		LightCoral	#FFF08080		Orange	#FFFA500		Turquoise	#FF40E0D0
	DarkOrange	#FF8C00		LightCyan	#FFE0FFFF		OrangeRed	#FFFA4500		Violet	#FFEE82EE
	DarkOrchid	#FF9932CC		LightGoldenrodYellow	#FFFAFAD2		Orchid	#FFDA70D6		Wheat	#FFF5DEB3
	DarkRed	#FF8B0000		LightGray	#FFD3D3D3		PaleGoldenrod	#FFEEE8AA		White	#FFFFFF
	DarkSalmon	#FFE967A		LightGreen	#FF90EE90		PaleGreen	#FF98FB98		WhiteSmoke	#FFF5F5F5
	DarkSeaGreen	#FF8FBC8F		LightPink	#FFFB6C1		PaleTurquoise	#FFAFEEEE		Yellow	#FFFF00
	DarkSlateBlue	#FF483D8B		LightSalmon	#FFFA07A		PaleVioletRed	#FFDB7093		YellowGreen	#FF9ACD32
	DarkSlateGray	#FF2F4F4F									

The Pen Class

- Defines an object used to draw lines and curves. This class cannot be inherited.
- A Pen draws a line of specified width and style. Use the **DashStyle** property to draw several varieties of dashed lines.
- The line drawn by a **Pen** can be filled in a variety of fill styles, including solid colors and textures.
- The fill style depends on brush or texture that is used as the fill object.



The Pen Class

```
private void ShowLineJoin(PaintEventArgs e)
{
    // Create a new pen.
    Pen skyBluePen = new Pen(Brushes.DeepSkyBlue);

    // Set the pen's width.
    skyBluePen.Width = 8.0F;

    // Set the LineJoin property.
    skyBluePen.LineJoin = System.Drawing.Drawing2D.LineJoin.Bevel;

    // Draw a rectangle.
    e.Graphics.DrawRectangle(skyBluePen,
        new Rectangle(40, 40, 150, 200));

    //Dispose of the pen.
    skyBluePen.Dispose();
}
```

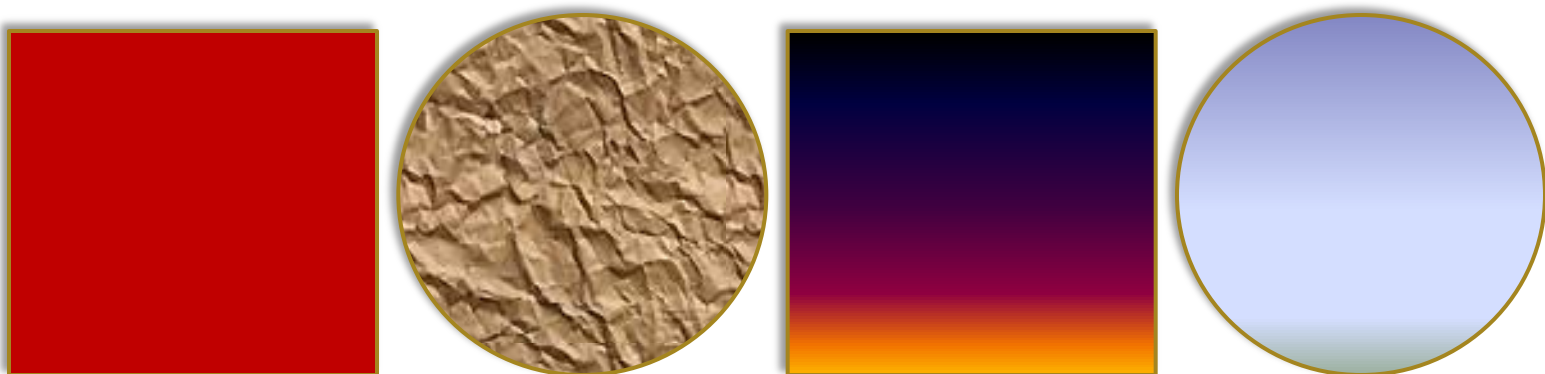
The Pens Class

- Pens for all the standard colors.
- This class cannot be inherited.

```
private void UsePensClass(PaintEventArgs e)
{
    e.Graphics.DrawEllipse(Pens.SlateBlue,
        new Rectangle(40, 40, 140, 140));
}
```

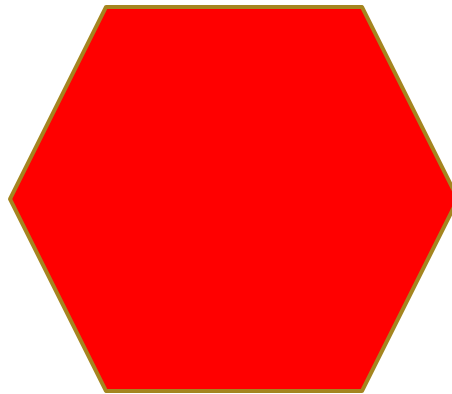
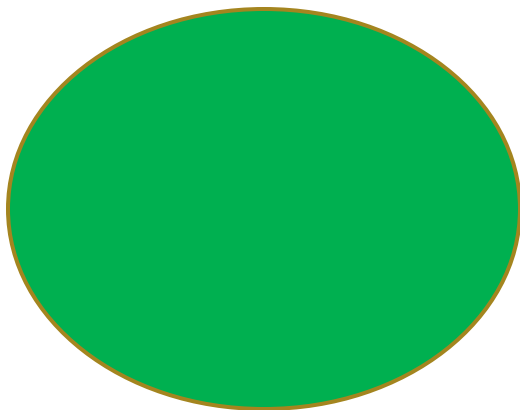
The Brush Class

- Defines objects used to fill the interiors of graphical shapes such as rectangles, ellipses, pies, polygons, and paths.
- This is an abstract base class and cannot be instantiated.
- To create a brush object, use classes derived from Brush, such as **SolidBrush**, **TextureBrush**, and **LinearGradientBrush**.



SolidBrush

- Defines a brush of a single color.
- Brushes are used to fill graphics shapes, such as rectangles, ellipses, pies, polygons, and paths.
- This class inherits from the **Brush** class.



SolidBrush

```
private void AddShadow(PaintEventArgs e)
{
    // Create two SizeF objects.
    SizeF shadowSize = listBox1.Size;
    SizeF addSize = new SizeF(10.5F, 20.8F);

    // Add them together and save the result in shadowSize.
    shadowSize = shadowSize + addSize;

    // Get the location of the ListBox and convert it to a PointF.
    PointF shadowLocation = listBox1.Location;

    // Add two points to get a new location.
    shadowLocation = shadowLocation + new Size(5, 5);

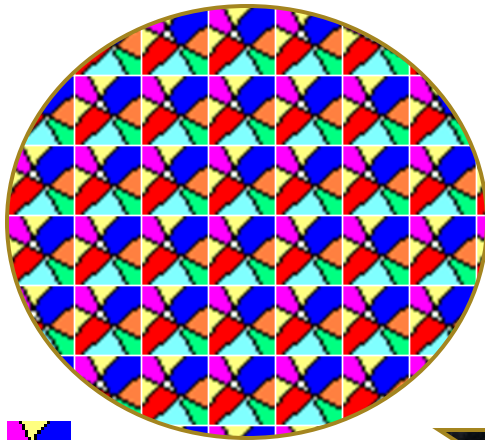
    // Create a rectangleF.
    RectangleF rectFToFill =
        new RectangleF(shadowLocation, shadowSize);

    // Create a custom brush using a semi-transparent color, and
    // then fill in the rectangle.
    Color customColor = Color.FromArgb(50, Color.Gray);
    SolidBrush shadowBrush = new SolidBrush(customColor);
    e.Graphics.FillRectangles(shadowBrush, new RectangleF[] { rectFToFill });

    // Dispose of the brush.
    shadowBrush.Dispose();
}
```

TextureBrush

- Each property of the **TextureBrush** class is a **Brush** object that uses an image to fill the interior of a shape.



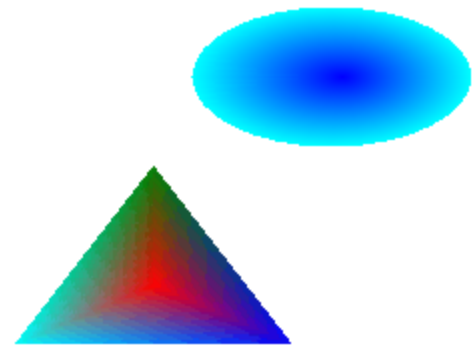
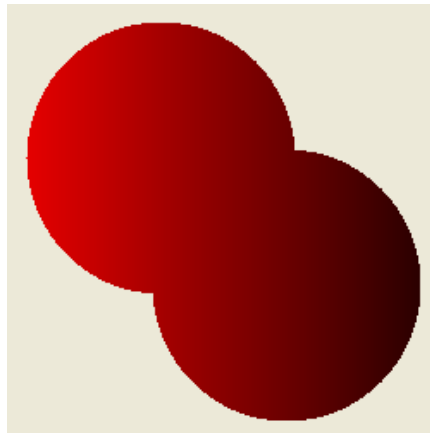
TextureBrush

```
private void Button2_Click(System.Object sender, System.EventArgs e)
{
    try
    {
        Bitmap image1 = (Bitmap)Image.FromFile(@"C:\Documents and Settings\" +
            @"All Users\Documents\My Music\music.bmp", true);

        TextureBrush texture = new TextureBrush(image1);
        texture.WrapMode = System.Drawing.Drawing2D.WrapMode.Tile;
        Graphics formGraphics = this.CreateGraphics();
        formGraphics.FillEllipse(texture,
            new RectangleF(90.0F, 110.0F, 100, 100));
        formGraphics.Dispose();
    }
    catch (System.IO.FileNotFoundException)
    {
        MessageBox.Show("There was an error opening the bitmap." +
            "Please check the path.");
    }
}
```

LinearGradientBrush

- Encapsulates a **Brush** with a linear gradient.
- This class encapsulates both two-color gradients and custom multicolor gradients.
- All linear gradients are defined along a line specified either by the width of a rectangle or by two points.
- System.Drawing.Drawing2D namespace.



The Font Class

- Defines a particular format for **text**, including font face, size, and style attributes.
 - Windows Forms applications support TrueType fonts and have limited support for OpenType fonts.
 - IF YOU ATTEMPT TO USE A FONT THAT IS NOT SUPPORTED, OR THE FONT IS NOT INSTALLED ON THE MACHINE THAT IS RUNNING THE APPLICATION, THE MICROSOFT SANS SERIF FONT WILL BE SUBSTITUTED.
-

```

private void ComboBox1_SelectedIndexChanged(Object sender, EventArgs e)
{
    // Cast the sender object back to a ComboBox.
    ComboBox ComboBox1 = (ComboBox)sender;

    // Retrieve the selected item.
    string selectedString = (string)ComboBox1.SelectedItem;

    // Convert it to lowercase.
    selectedString = selectedString.ToLower();

    // Declare the current size.
    float currentSize;

    // Switch on the selected item.
    switch (selectedString)
    {

        // If Bigger is selected, get the current size from the
        // Size property and increase it. Reset the font to the
        // new size, using the current unit.
        case "bigger":
            currentSize = Label1.Font.Size;
            currentSize += 2.0F;
            Label1.Font = new Font(Label1.Font.Name, currentSize,
                                   Label1.Font.Style, Label1.Font.Unit);

            // If Smaller is selected, get the current size, in points,
            // and decrease it by 1. Reset the font with the new size
            // in points.
            break;
        case "smaller":
            currentSize = Label1.Font.SizeInPoints;
            currentSize -= 1;
            Label1.Font = new Font(Label1.Font.Name, currentSize,
                                   Label1.Font.Style);
            break;
    }
}

```

The Font Class

The End

Colors, Pens, Brushes and Fonts