

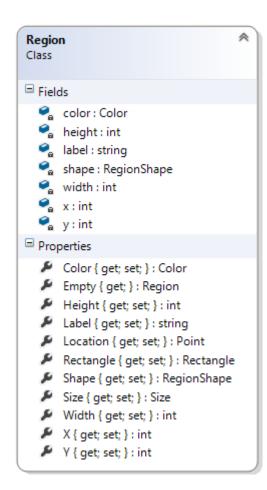
Region Editor

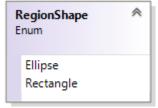
Objective

The purpose of the Region Editor is to become familiar with the basic GDI+ functionality and the mechanics of painting in .NET window classes. We will again use a list to store multiple instances of a region abstraction but this time, instead of a list box, a generic List<T> array type will be used.

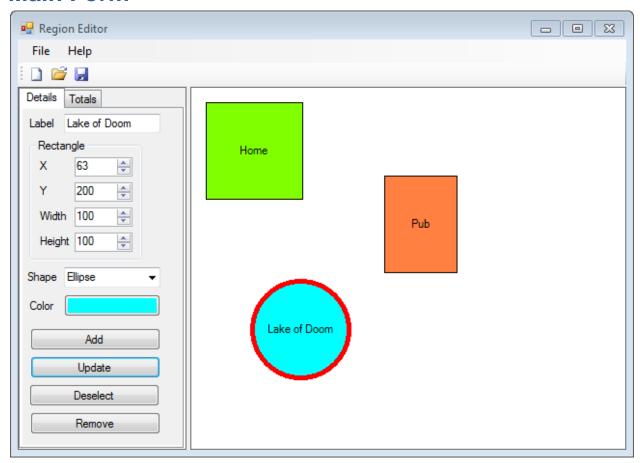
Region Class

Please note the Shape is an enumeration type you will have to define. It should contain at least 2 values: Rectangle and Ellipse.





Main Form



Hints

Save Colors to a File

To save a color to a file save the integer returned from its <u>ToArgb()</u> method. To read the color back in, parse it to an integer and then pass it to the static method <u>FromArgb()</u>.

Store Selected Color in a Button

```
private void buttonColor_Click(object sender, EventArgs e)
{
    ColorDialog dlg = new ColorDialog();
    dlg.Color = buttonColor.BackColor;
    if (DialogResult.OK == dlg.ShowDialog())
    {
        buttonColor.BackColor = dlg.Color;
    }
}
```

Create a Buffered GraphicsPanel

Derive a new class from <u>System.Windows.Forms.Panel</u>. Add a default constructor that simply sets the <u>DoubleBuffered</u> property to true. If for some reason it doesn't paint correctly then also use its <u>SetStyle</u> method to set the <u>ControlStyles.ResizeRedraw</u> enumeration to true. Then go to Visual Studio's TOOLS/OPTIONS dialog box. Under the Windows Forms Designer options make sure that Automatically Populate Toolbox is set to true. After a clean build it should then appear in your toolbox.

Format Text Inside a Rectangle

Find the overload of the <u>DrawString</u> method that asks for a rectangle and a <u>StringFormat</u> class. Create an instance of the StringFormat class and set its appropriate properties before passing it to DrawString.

Make a Control Read Only

Set its **ReadOnly** property to true.

Enable and Disable Buttons

Set their **Enabled** property to true or false.

Does a Point Fall Inside a Rectangle?

The Rectangle structure has a Contains method. Use it.