

WP2 Class #2 Vocabulary

1. **Point** - Represents an ordered pair of integer x- and y-coordinates that defines a point in a two-dimensional plane.
2. **Size** – Stores an ordered pair of integers, typically the width and height of a rectangle.
3. **Rectangle** - Stores a set of four integers that represent the location and size of a rectangle. A rectangle is defined by its width, height, and upper-left corner. Top, Left, Right and Bottom properties are read only.
4. **PointF** - Represents an ordered pair of floating-point x- and y-coordinates that defines a point in a two-dimensional plane.
5. **SizeF** - Stores an ordered pair of floating-point numbers, typically the width and height of a rectangle.
6. **RectangleF** - Stores a set of four floating-point numbers that represent the location and size of a rectangle.
7. **Graphics** – This class encapsulates a GDI+ drawing surface and provides methods for drawing objects to the display device.
8. **PaintEventArgs** - Specifies the Graphics to use to paint the control and the ClipRectangle in which to paint.
9. **DrawString** - Draws the specified text string at the specified location with the specified Brush and Font objects.
10. **DrawImage** - Draws the specified Image at the specified location. The Image can be rendered either smaller or larger than the original depending upon which override of the method you use.
11. **Bitmap** – This class encapsulates a GDI+ bitmap which consists of the pixel data for a graphics image and its attributes.
12. **Color** – This structure represents an ARGB (alpha, red, green, blue) color. Named colors are represented by using properties of the structure.
13. **Pen** - Defines an object used to draw lines and curves. This class cannot be inherited.
14. **Pens** - Pens for all the standard colors.
15. **Brush** - 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.
16. **SolidBrushs** - Defines a brush of a single color.
17. **Font** - Defines a particular format for text, including font face, size, and style attributes.

18. **foreach** - This statement repeats a group of embedded statements for each element in an array or an object collection.