

Graphics Programming with GDI+

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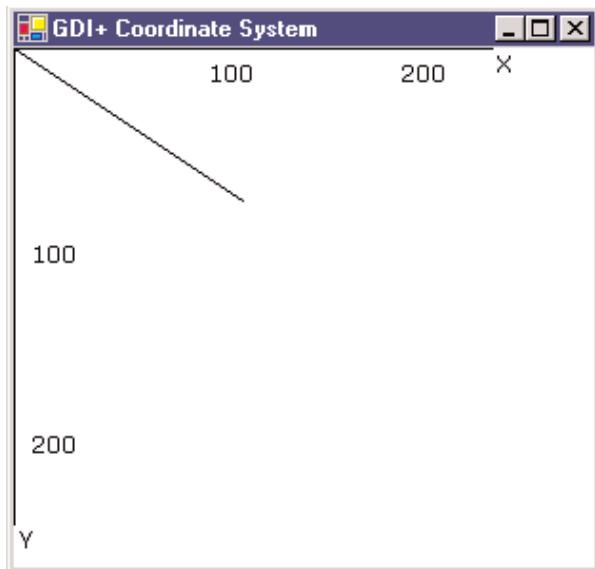


FIGURE 2.4: Drawing a line from point (0, 0) to point (120, 80)

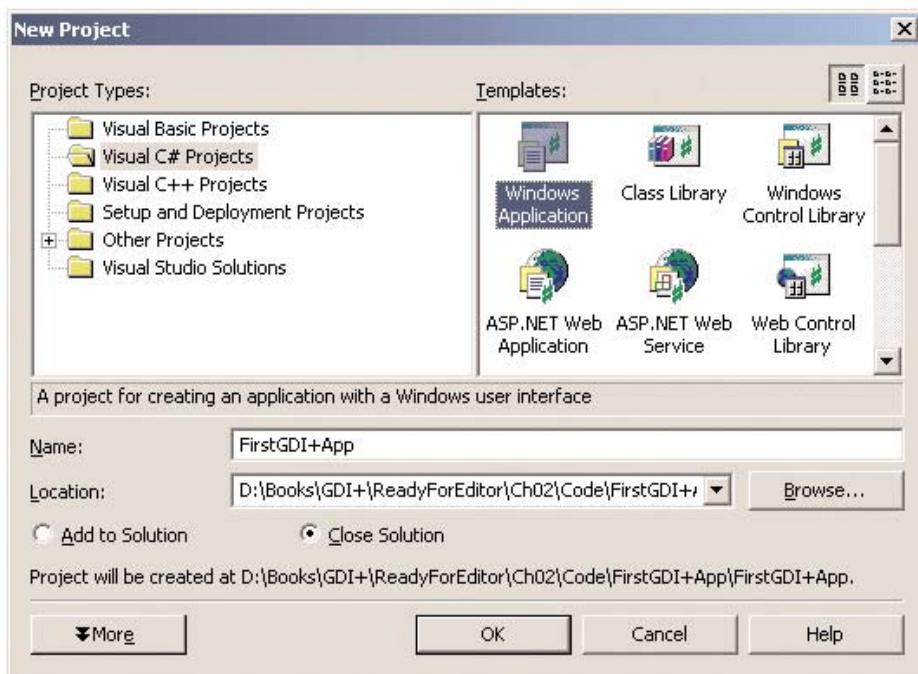


FIGURE 2.5: Creating a Windows application

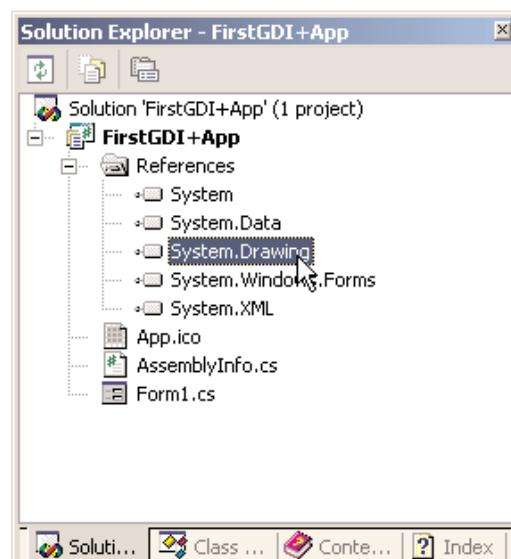
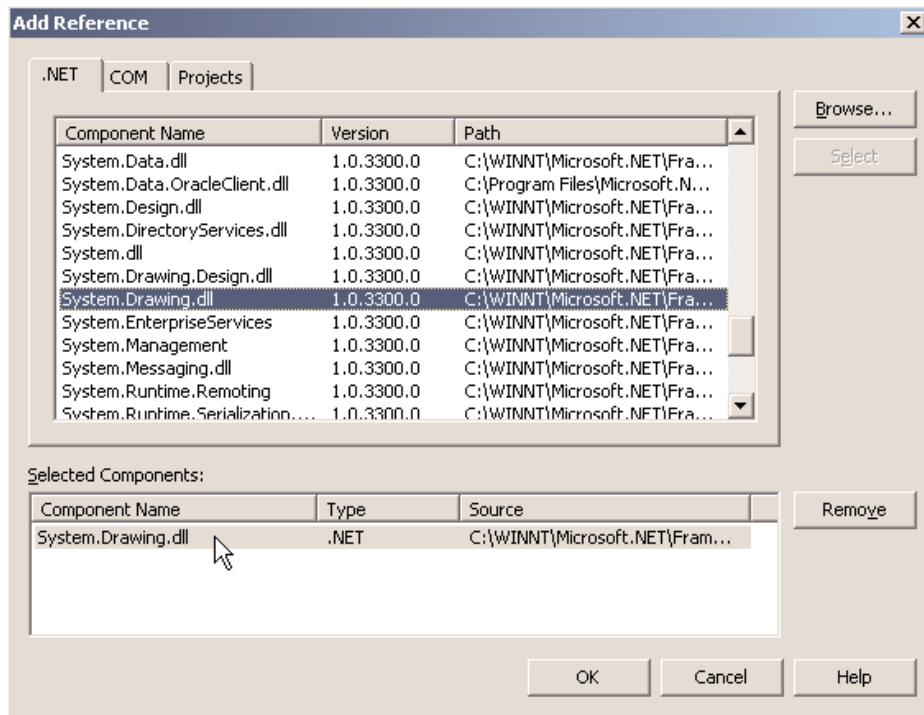


FIGURE 2.7: The `System.Drawing` namespace in a project

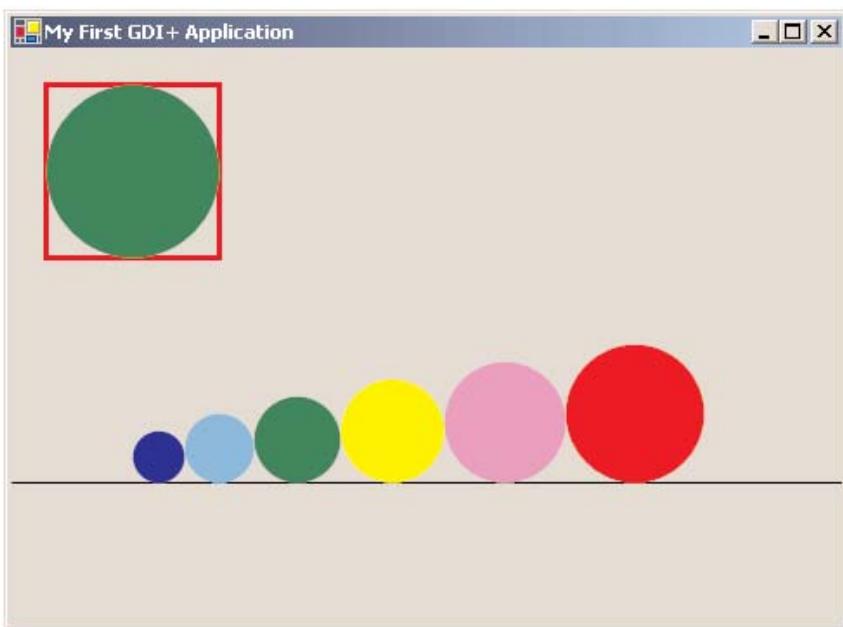
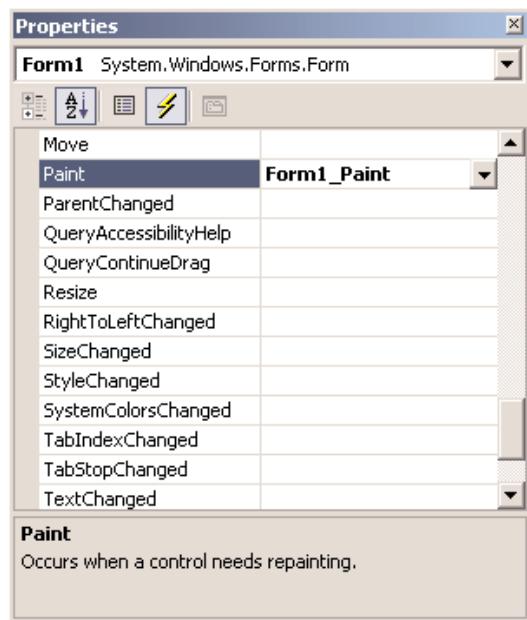


FIGURE 2.9: Your first GDI+ application

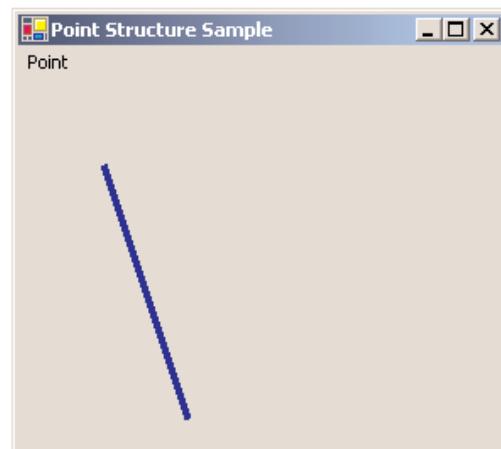
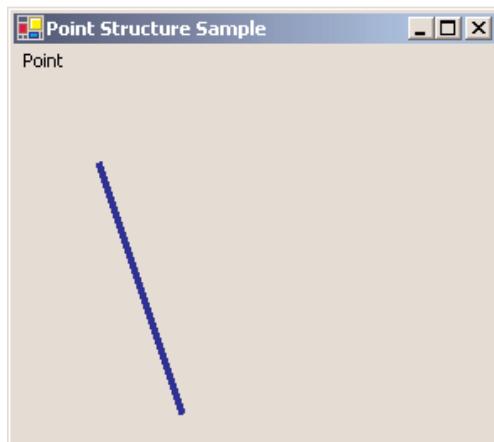
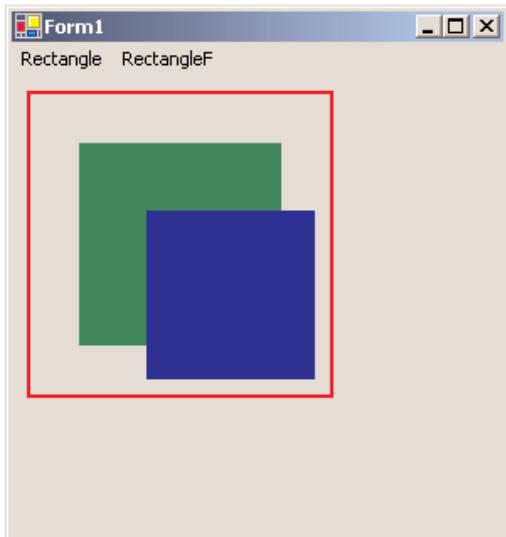
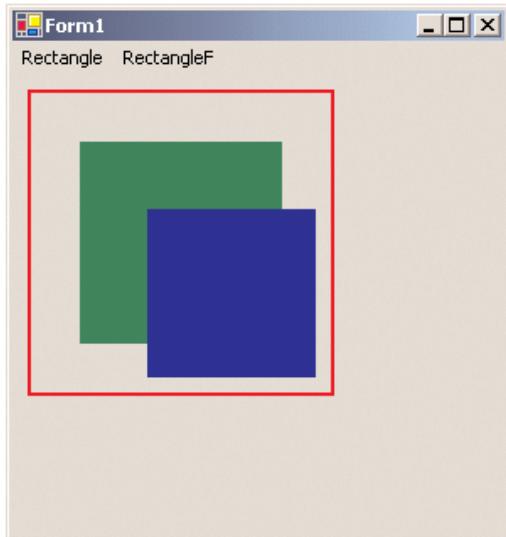


FIGURE 2.11: Using `PointF` to draw a line



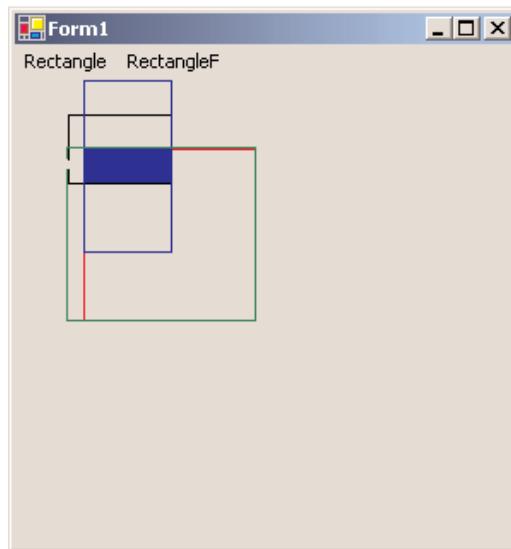


FIGURE 2.14: Using the Round, Truncate, Union, Inflate, Ceiling, and Intersect methods of Rectangle



FIGURE 3.20: A curve-drawing application

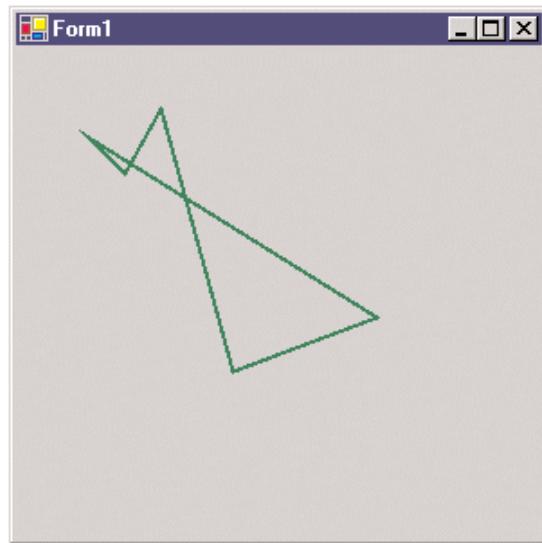


FIGURE 3.26: Drawing a polygon

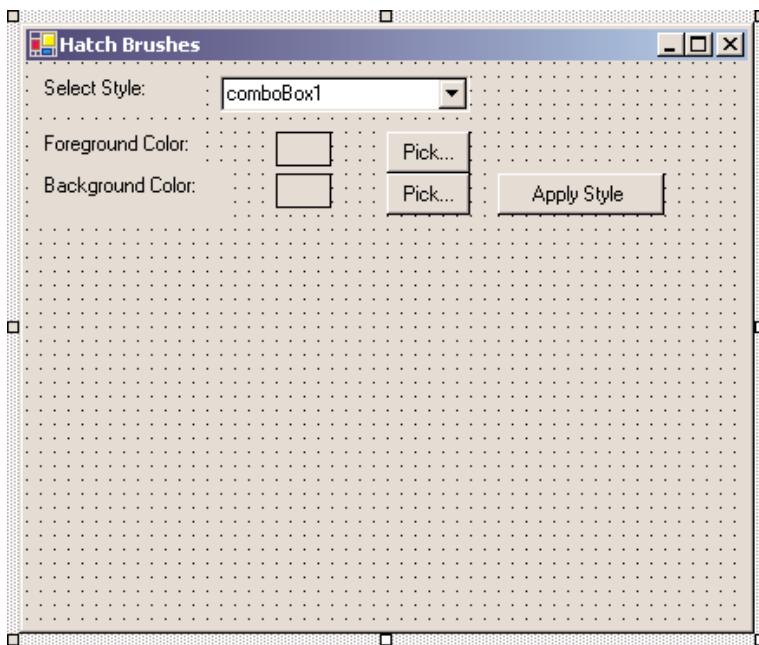


FIGURE 4.4: A sample hatch brush application

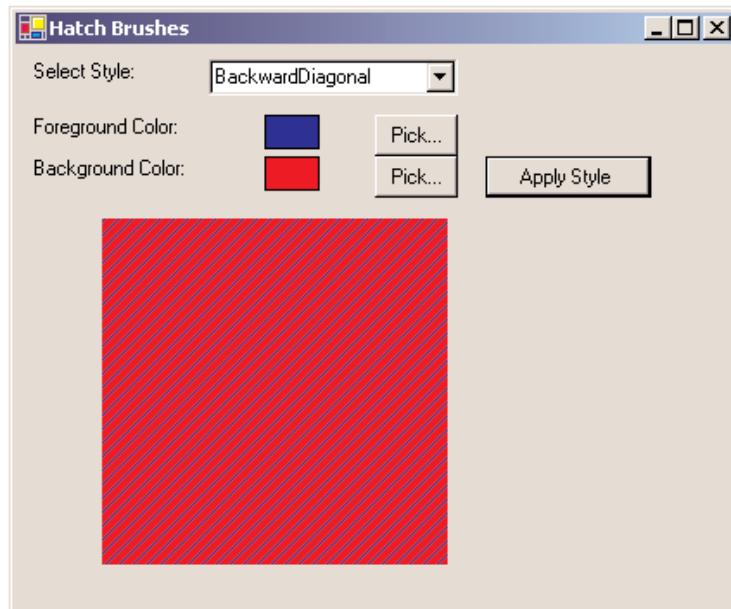
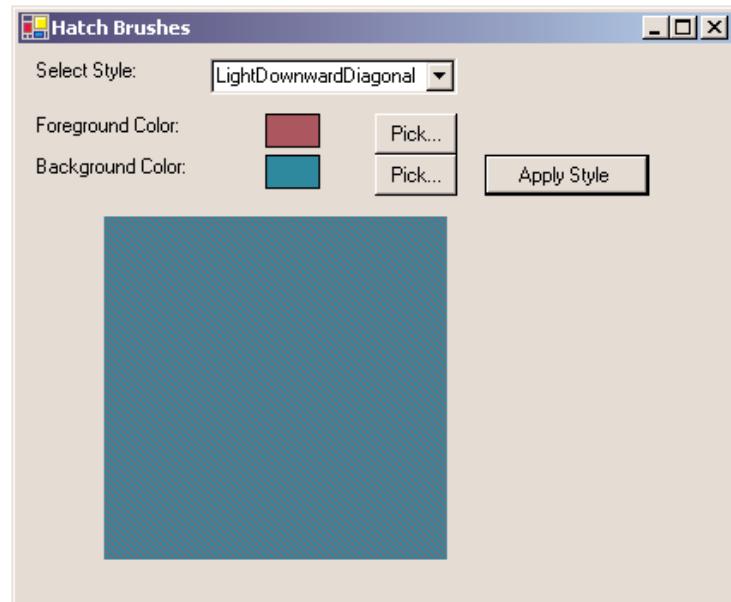


FIGURE 4.5: The default hatch style rectangle



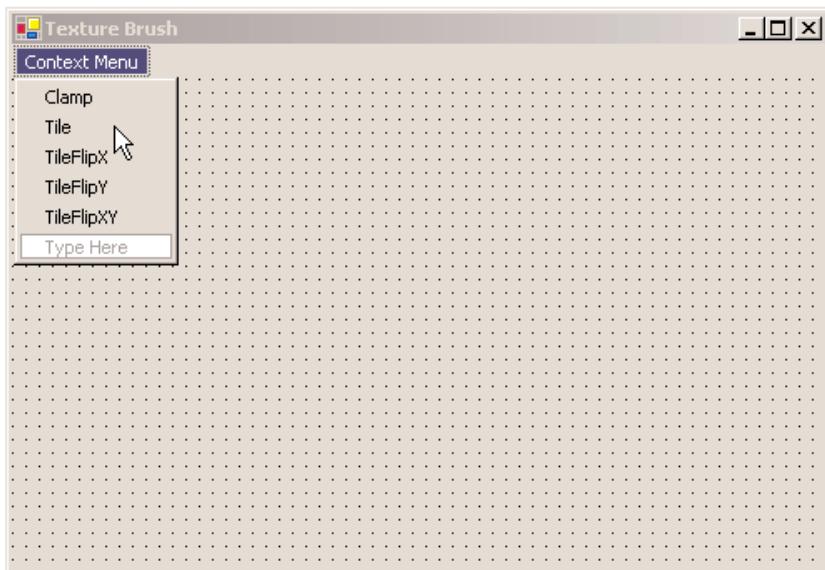
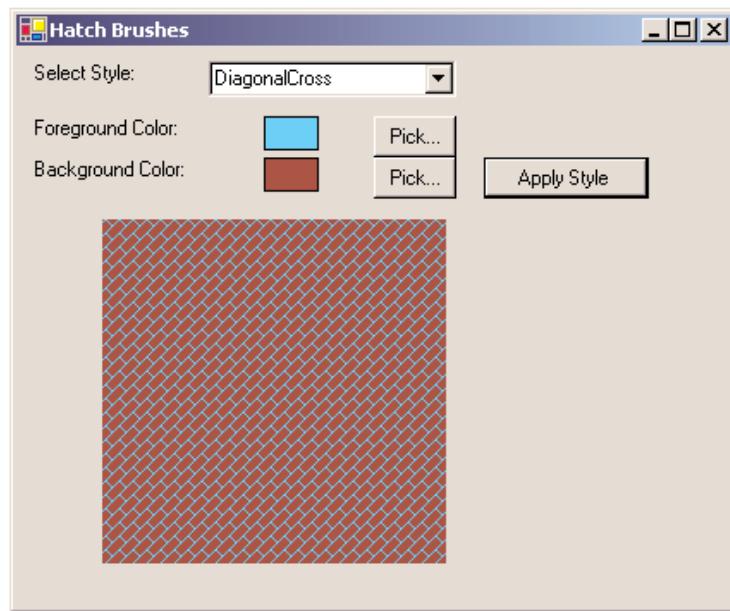


FIGURE 4.8: The texture brush application

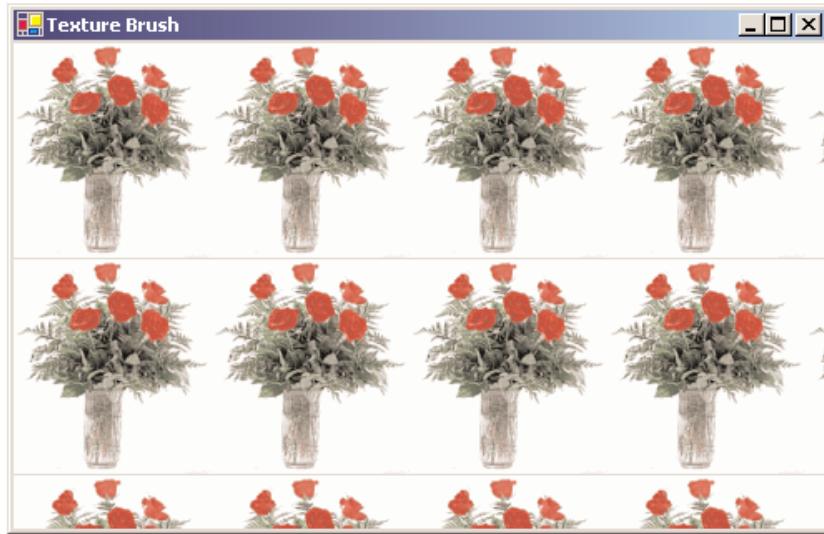


FIGURE 4.9: Using texture brushes



FIGURE 4.10: Clamping a texture

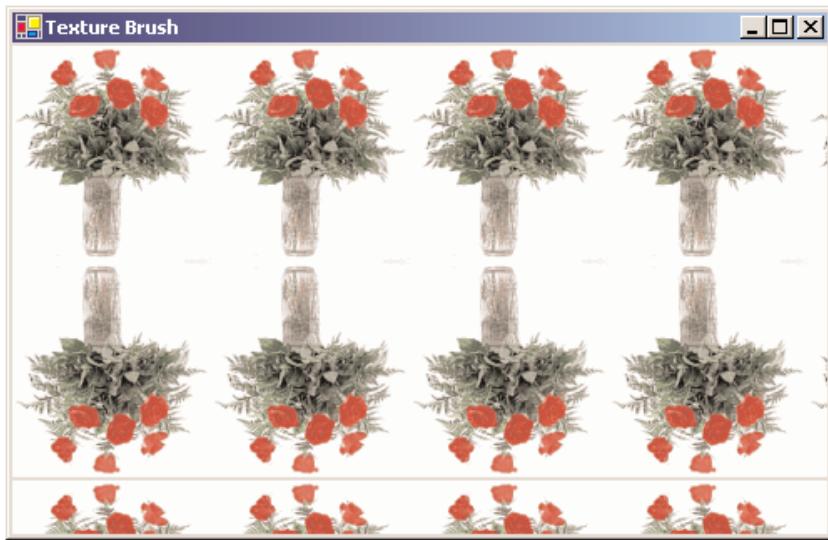


FIGURE 4.11: The TileFlipY texture option

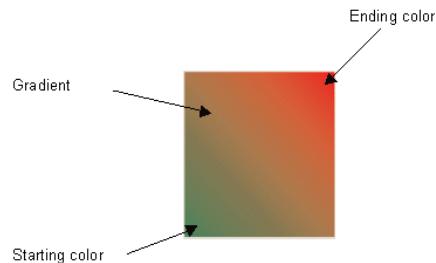


FIGURE 4.12: A color gradient

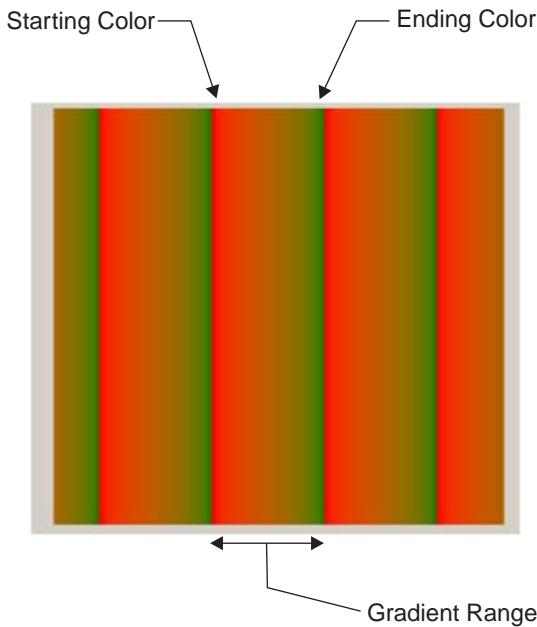


FIGURE 4.13: A gradient pattern with pattern repetition

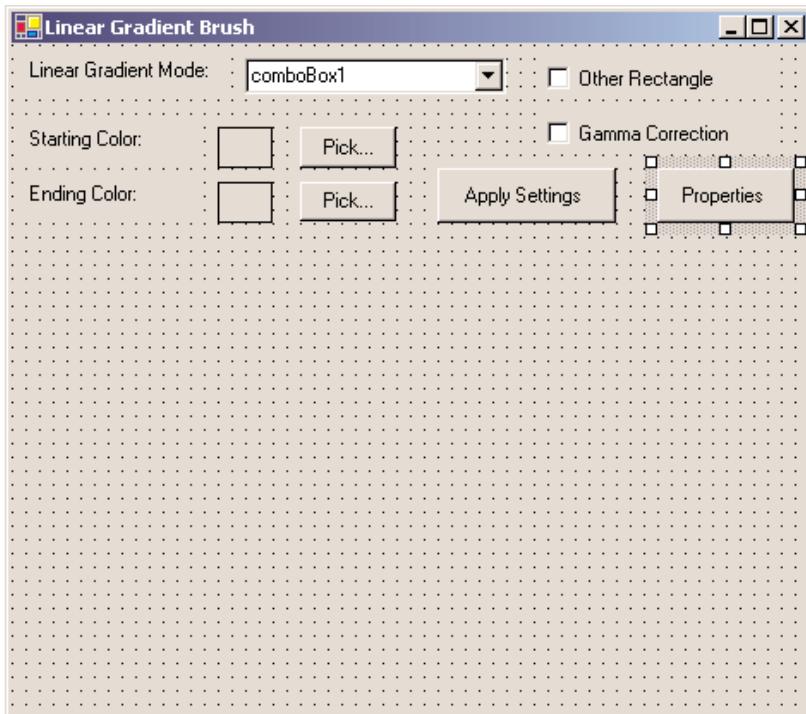


FIGURE 4.14: Our linear gradient brush application

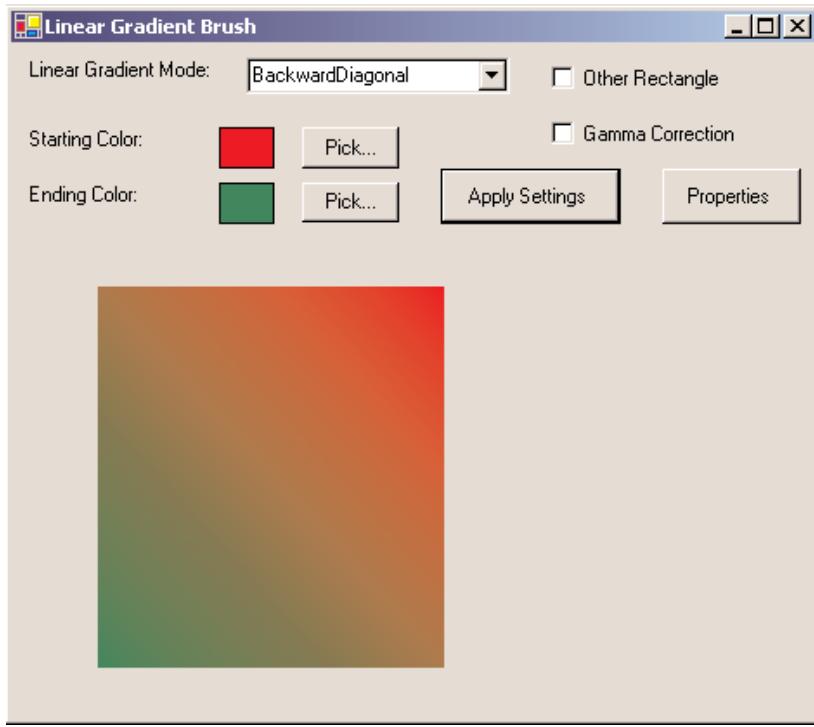
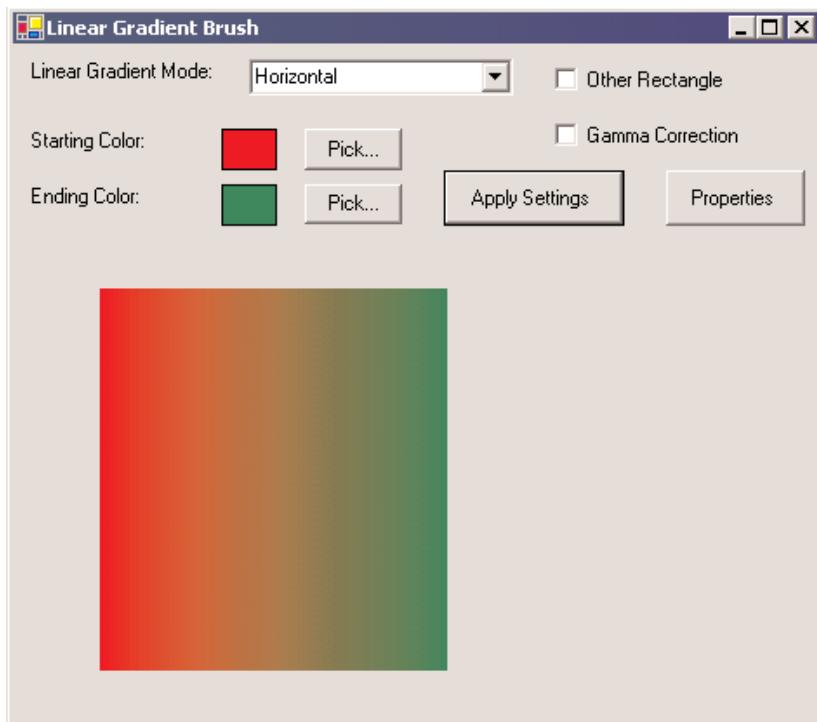


FIGURE 4.15: The default linear gradient brush output



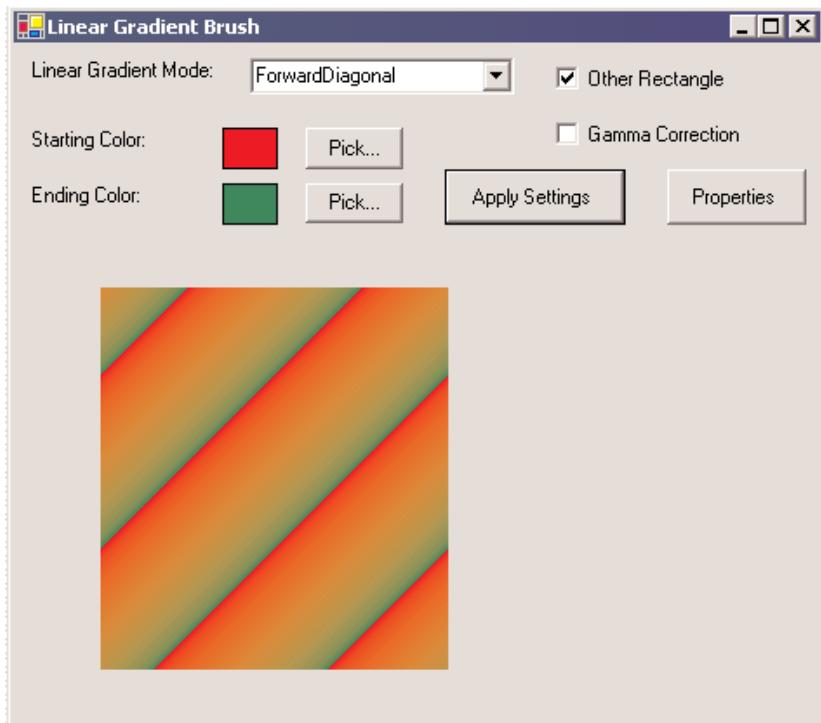


FIGURE 4.17: Using a rectangle in a linear gradient brush

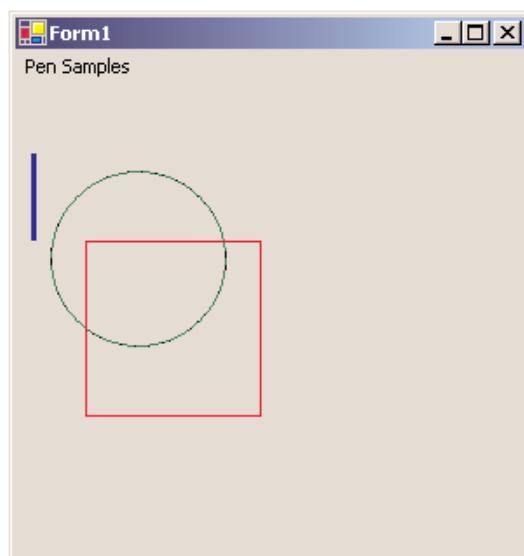
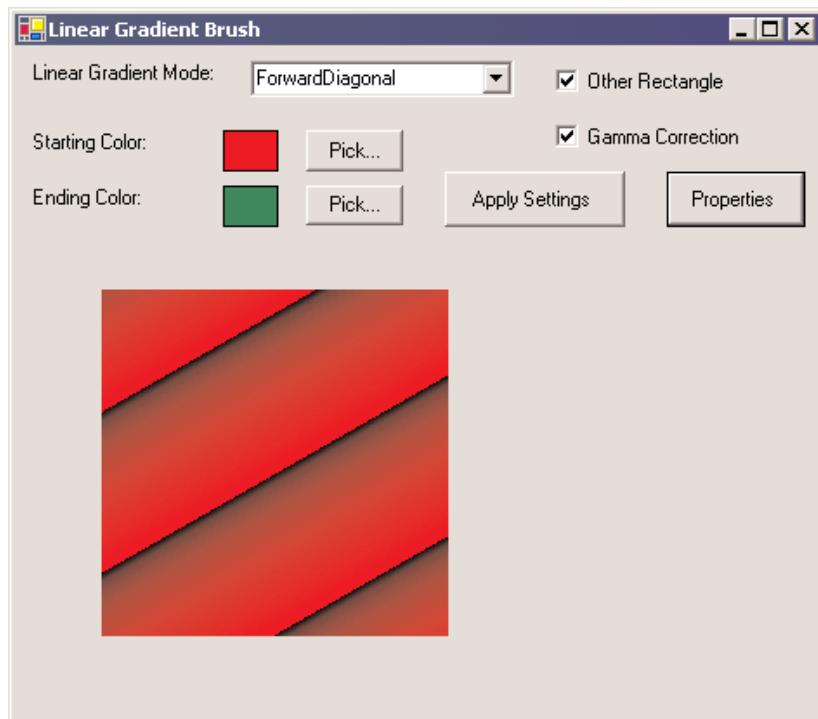


FIGURE 4.19: Creating and using pens

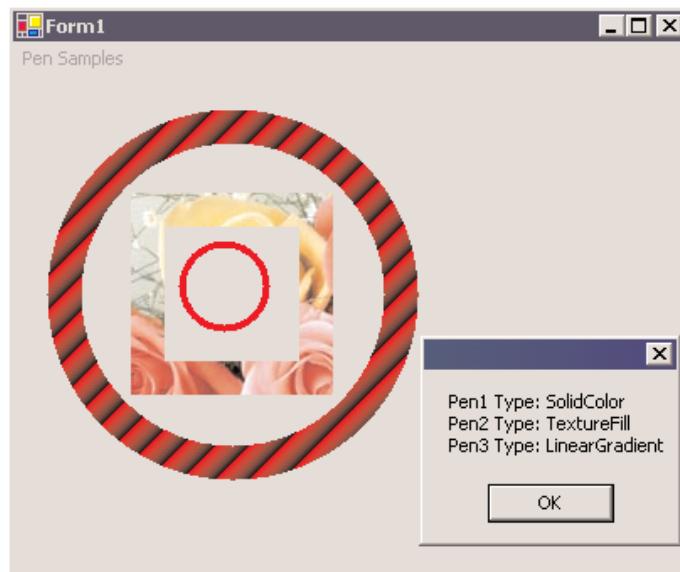


FIGURE 4.20: Displaying pen types

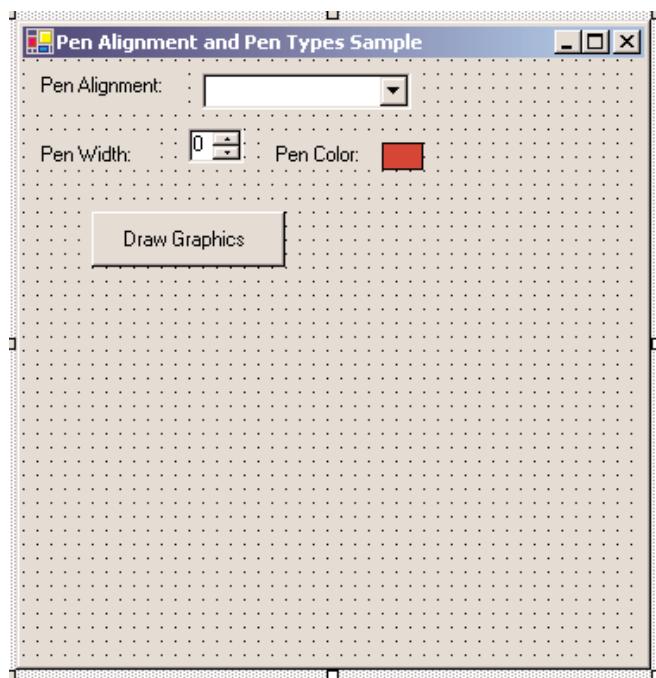


FIGURE 4.21: Our pen alignment application

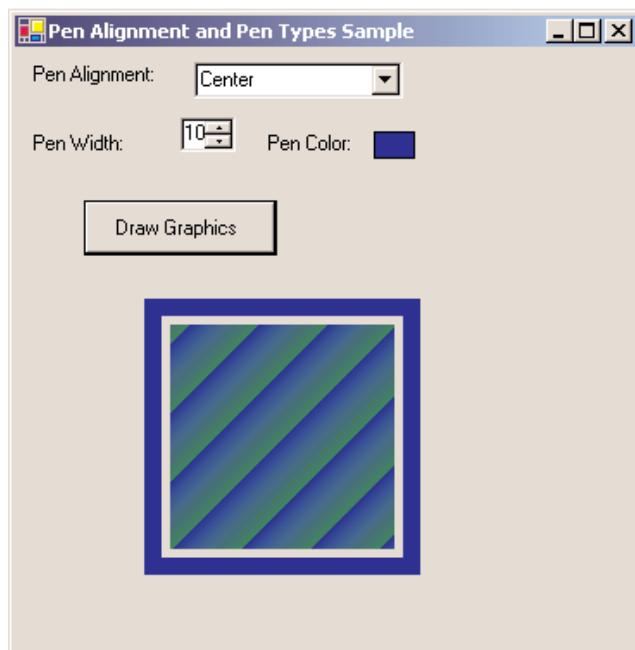


FIGURE 4.22: Drawing with center pen alignment

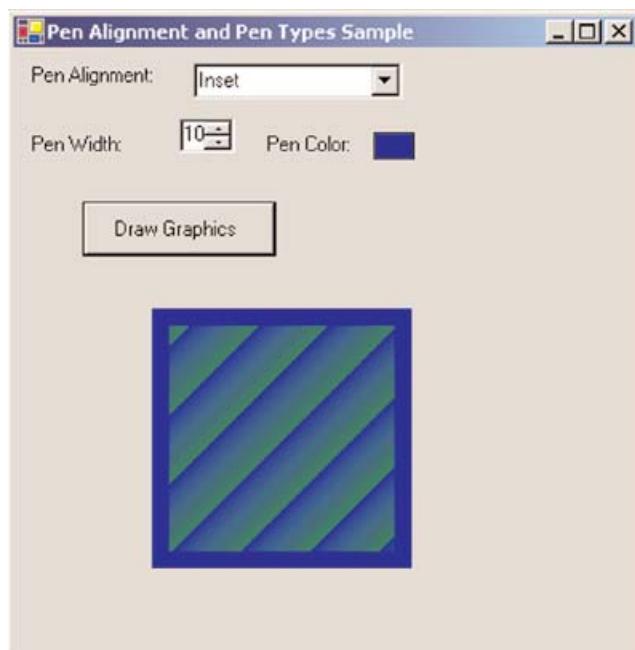


FIGURE 4.23: Drawing with inset pen alignment

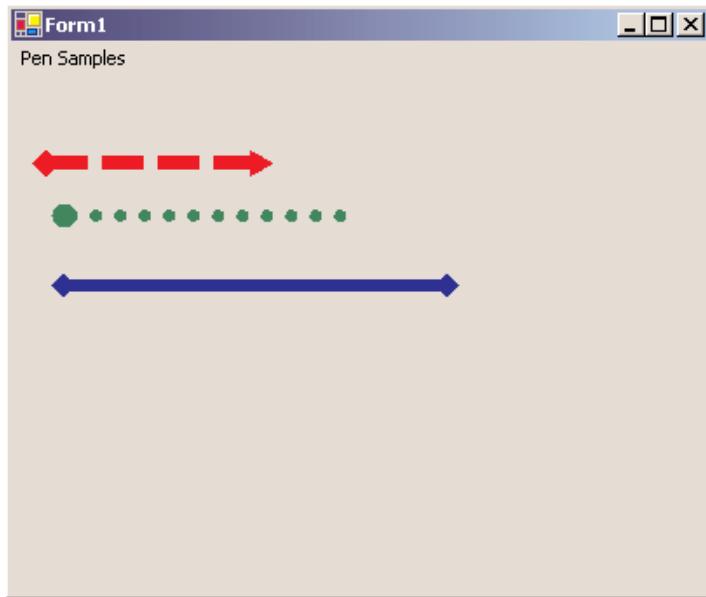


FIGURE 4.25: Drawing dashed lines with different cap styles

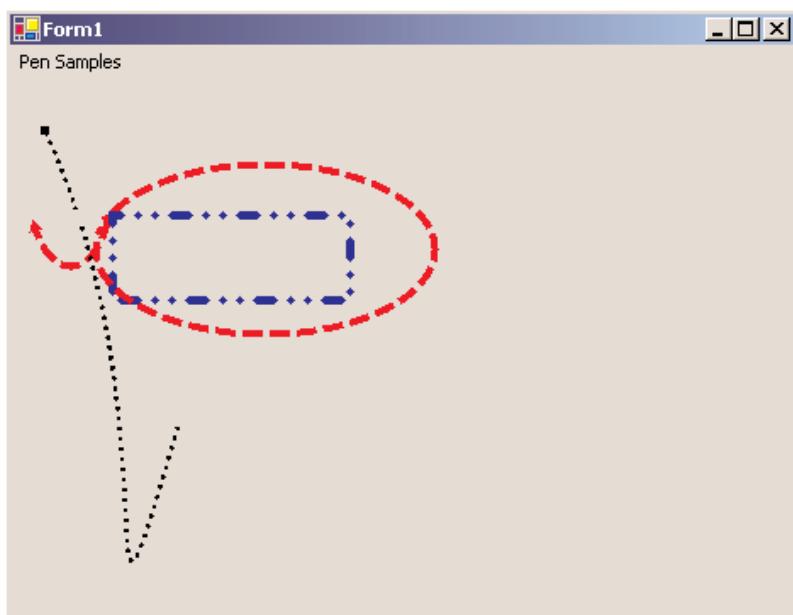


FIGURE 4.26: Graphics shapes with cap and dash styles

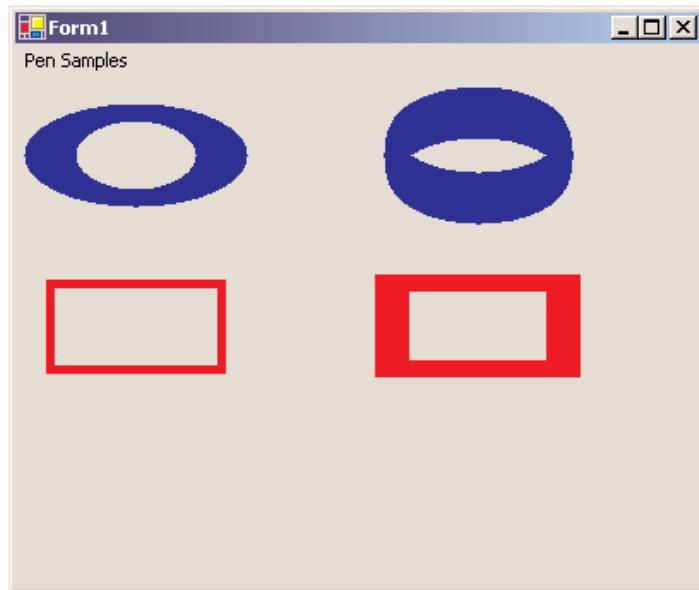


FIGURE 4.27: Rotation and scaling

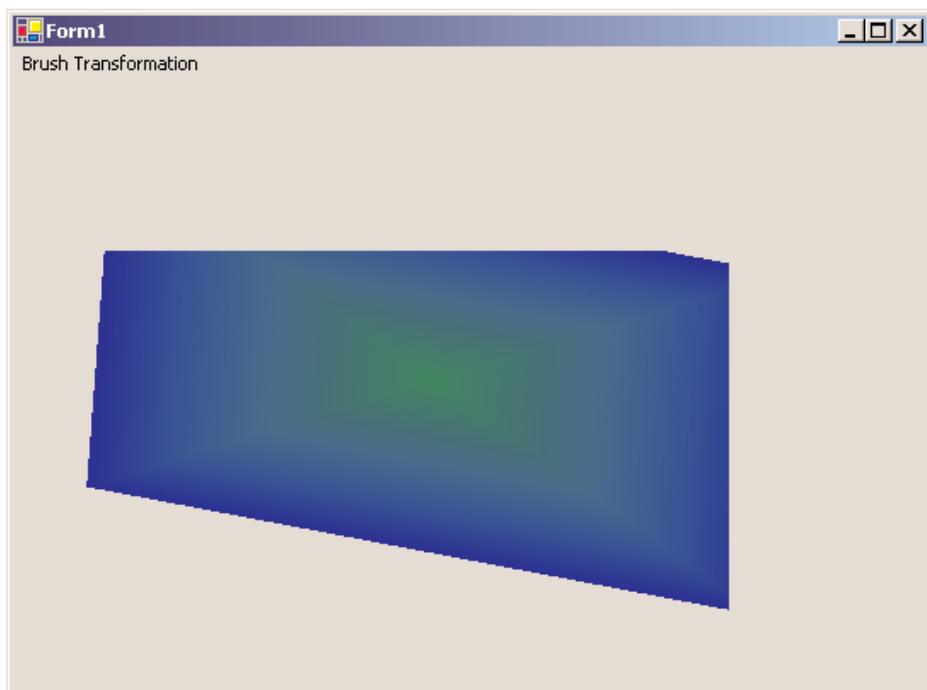


FIGURE 4.30: Transformation in path gradient brushes

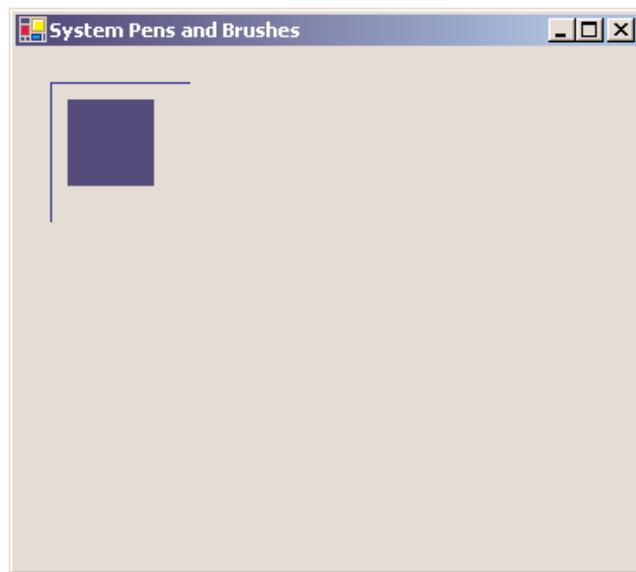


FIGURE 4.31: Using system pens and system brushes

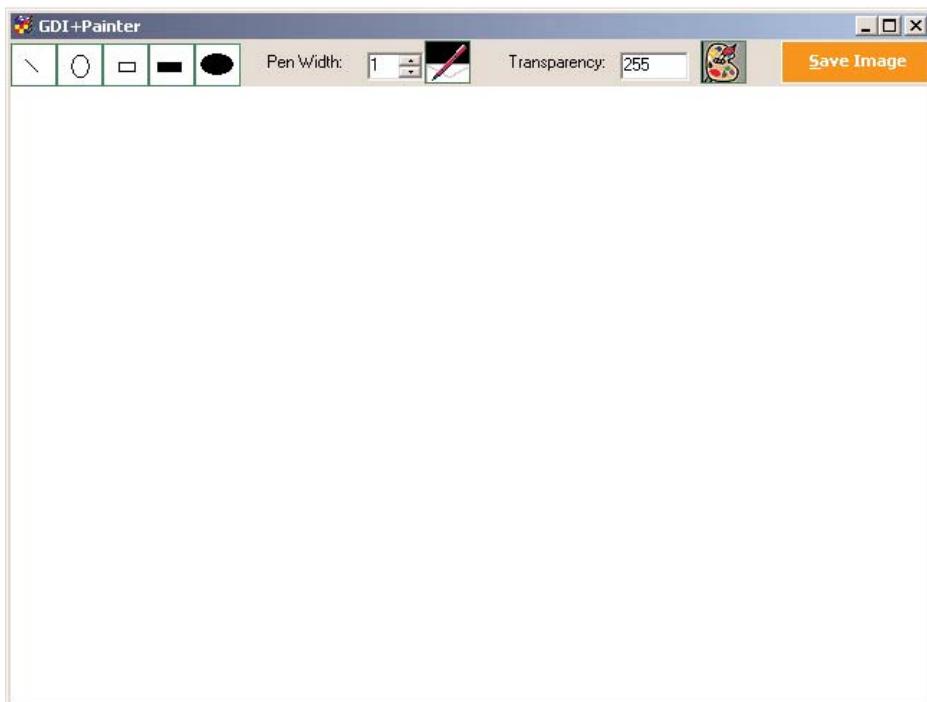


FIGURE 4.32: GDI+Painter with pen and brush support

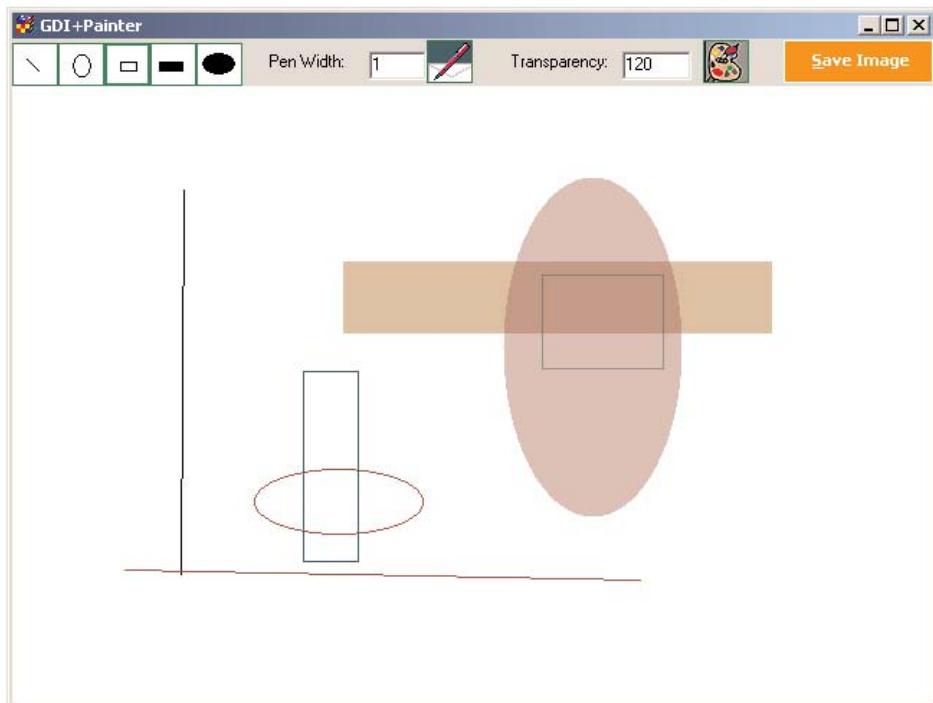


FIGURE 4.33: GDI+Painter in action

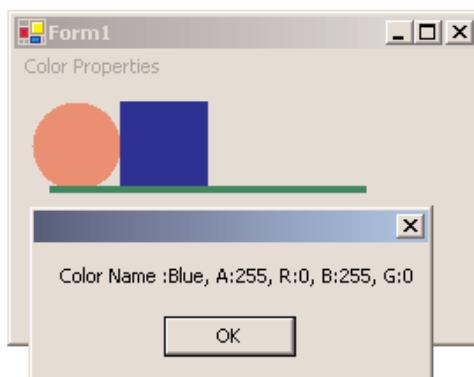


FIGURE 5.1: Creating colors using different methods

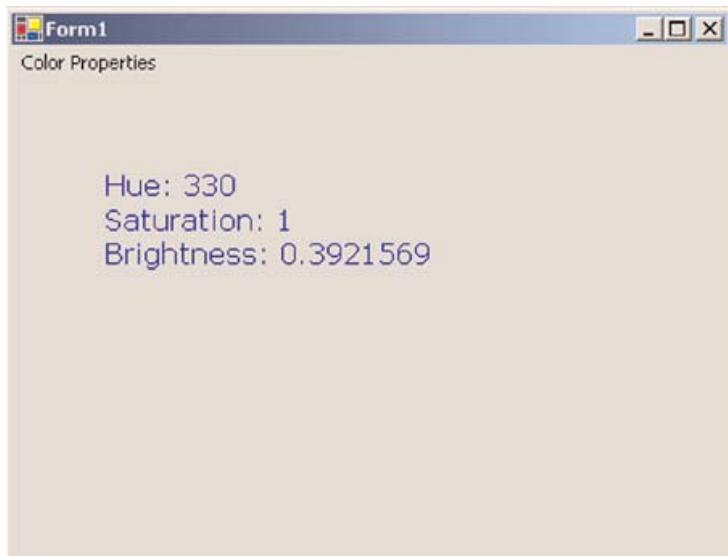


FIGURE 5.2: Getting brightness, hue, and saturation components of a color

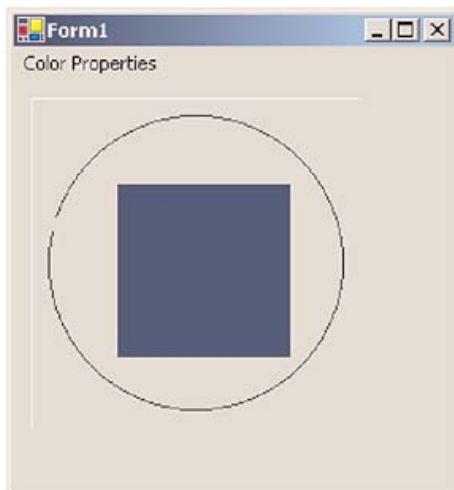


FIGURE 5.3: Using system colors to draw graphics objects

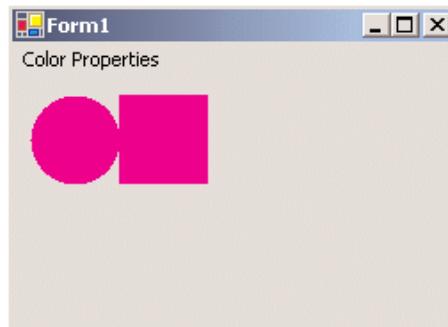
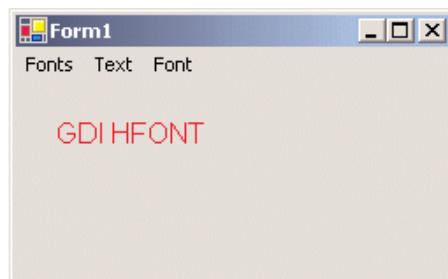


FIGURE 5.4: Converting colors



FIGURE 5.11: Getting line spacing, ascent, descent, free (extra) space, and height of a font



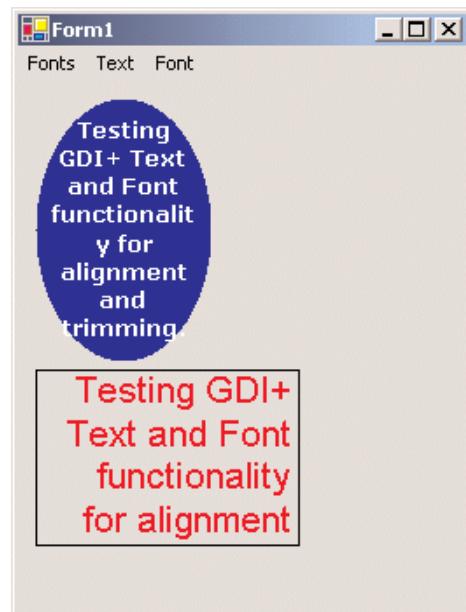


FIGURE 5.14: Alignment and trimming options

Student Grades Table			
ID	Math	Physics	Chemistry
1002	76	89	92
1003	53	98	90
1008	99	78	65

FIGURE 5.15: Drawing tabbed text on a form

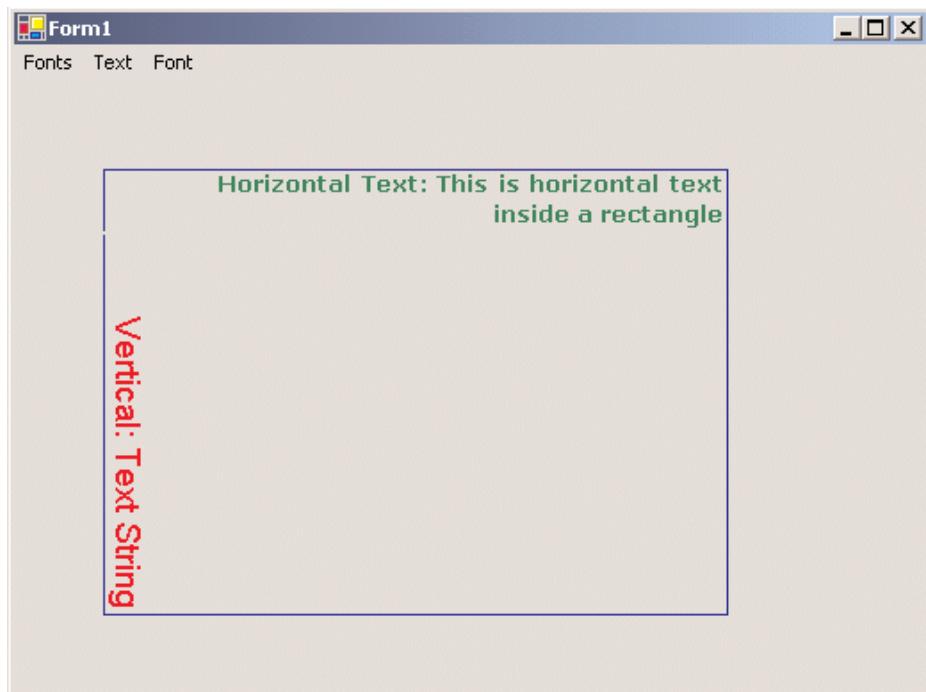


FIGURE 5.18: Using a private font collection

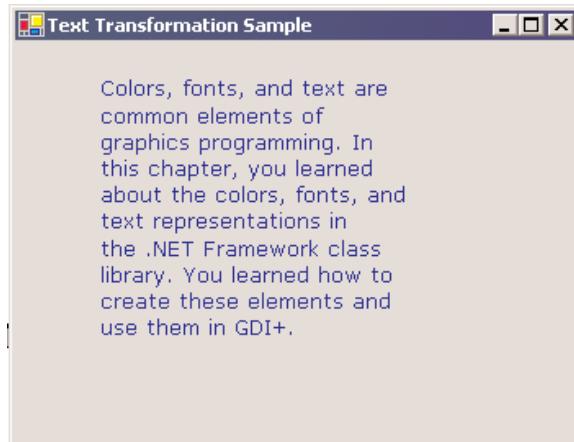
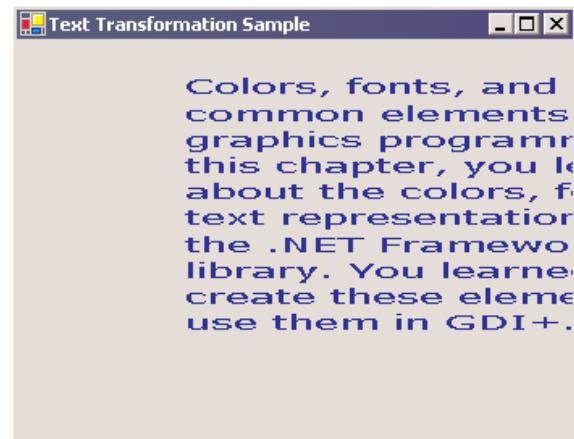
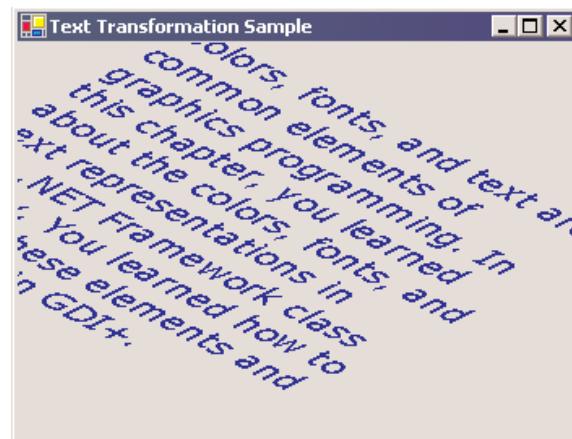
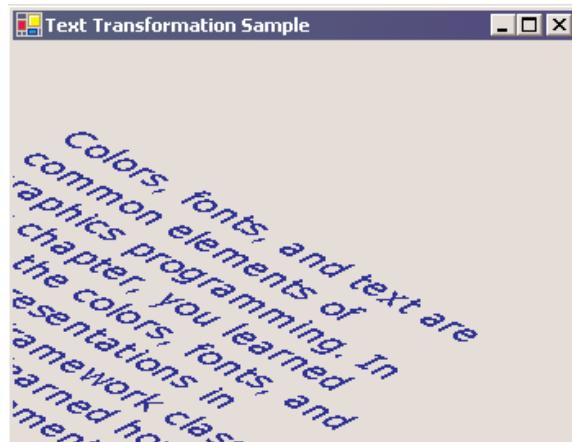


FIGURE 5.20: Drawing text on a form





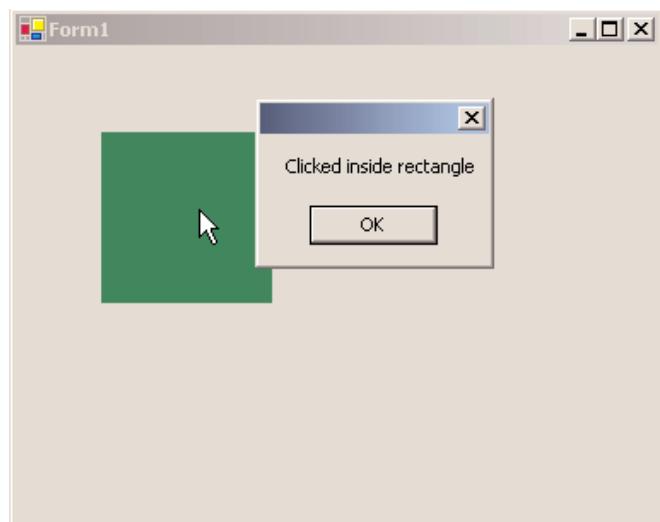
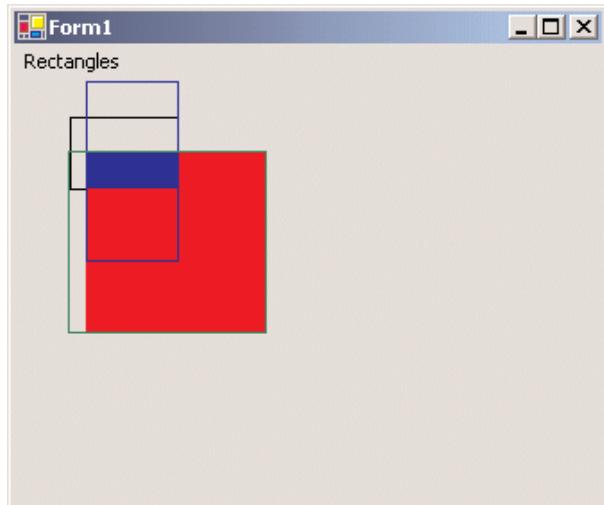




FIGURE 6.10: Bounds of an infinite region

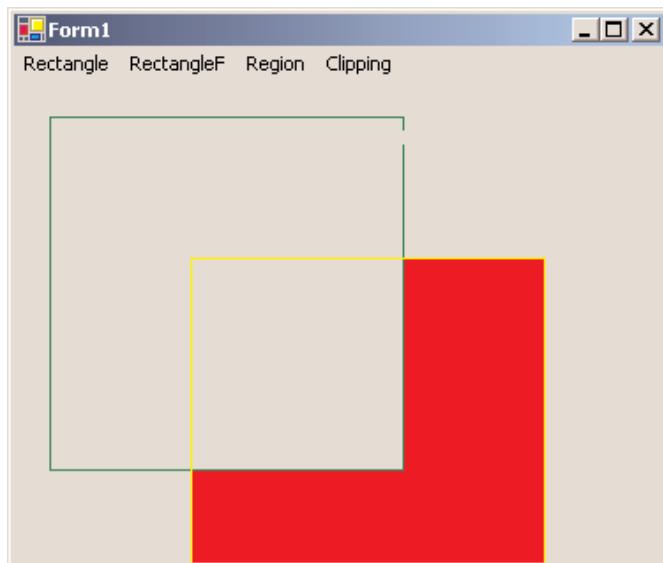


FIGURE 6.12: Using Clip methods

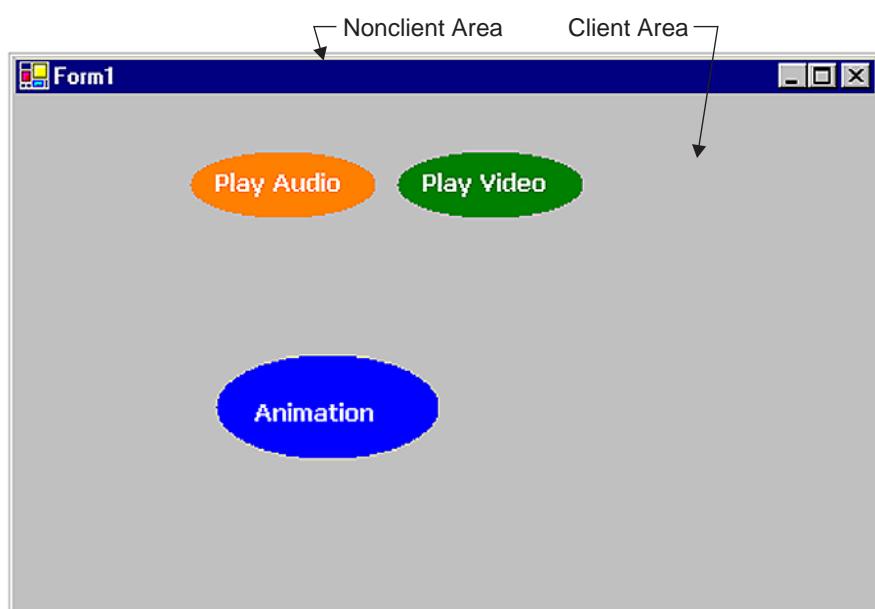
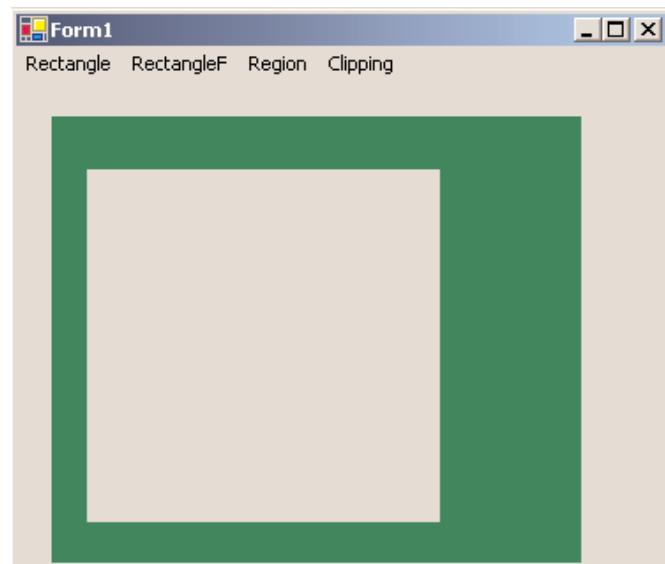


FIGURE 6.18: Client and nonclient areas of a form

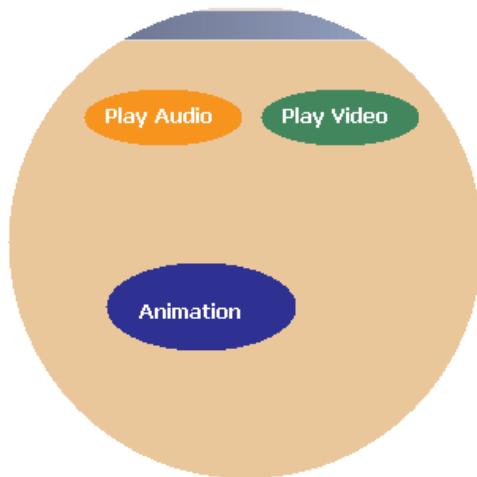


FIGURE 6.19: A nonrectangular form and controls

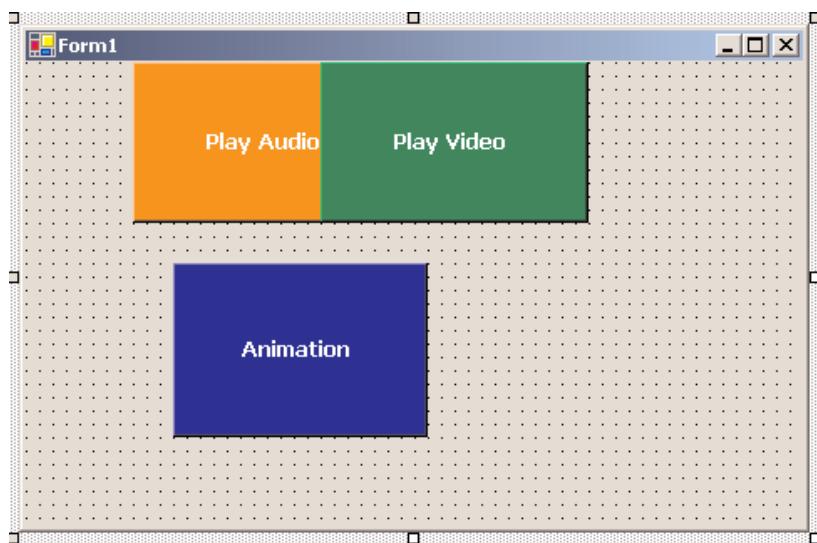


FIGURE 6.20: The nonrectangular forms application

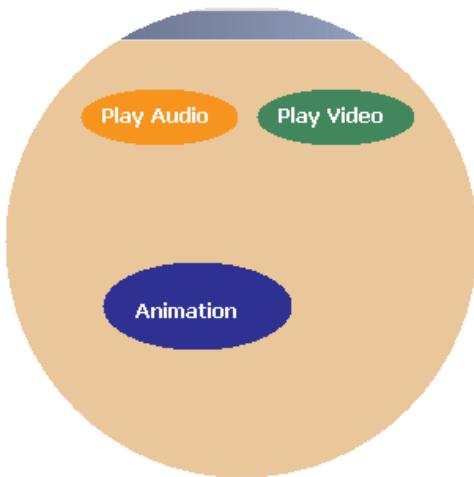


FIGURE 6.21: A circular form

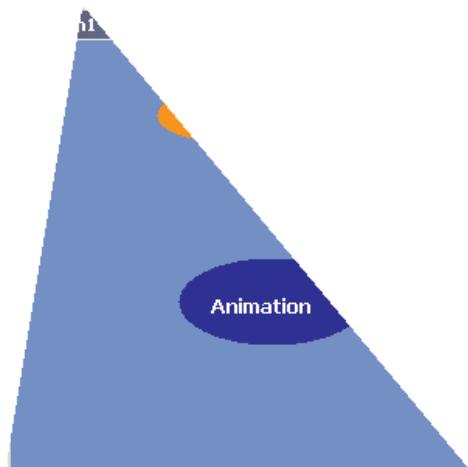


FIGURE 6.22: A triangular form

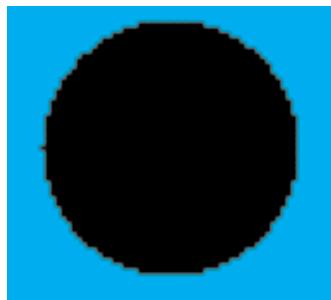


FIGURE 7.1: A zoomed raster image

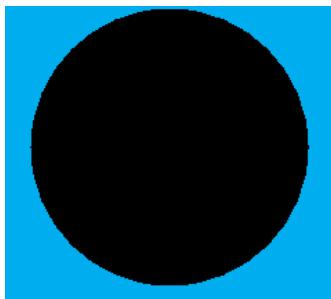


FIGURE 7.2: A zoomed vector image

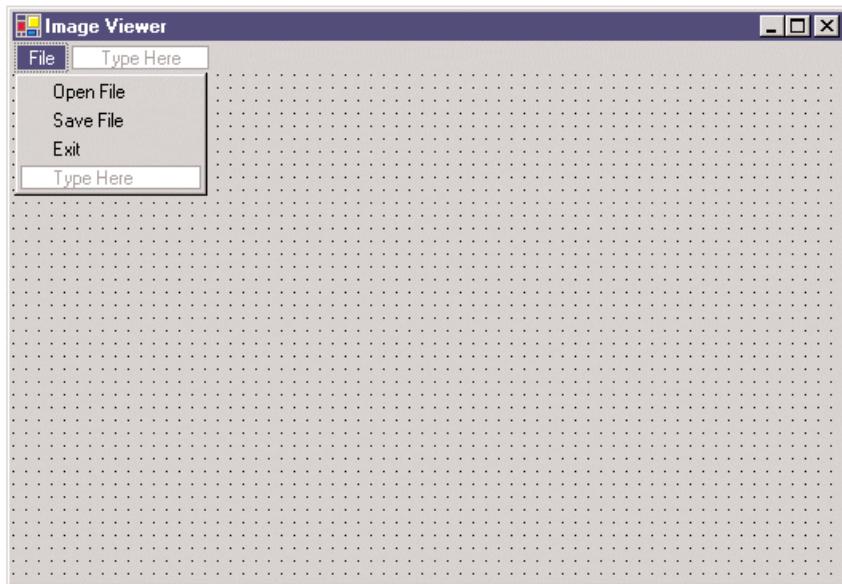


FIGURE 7.3: A simple image viewer application

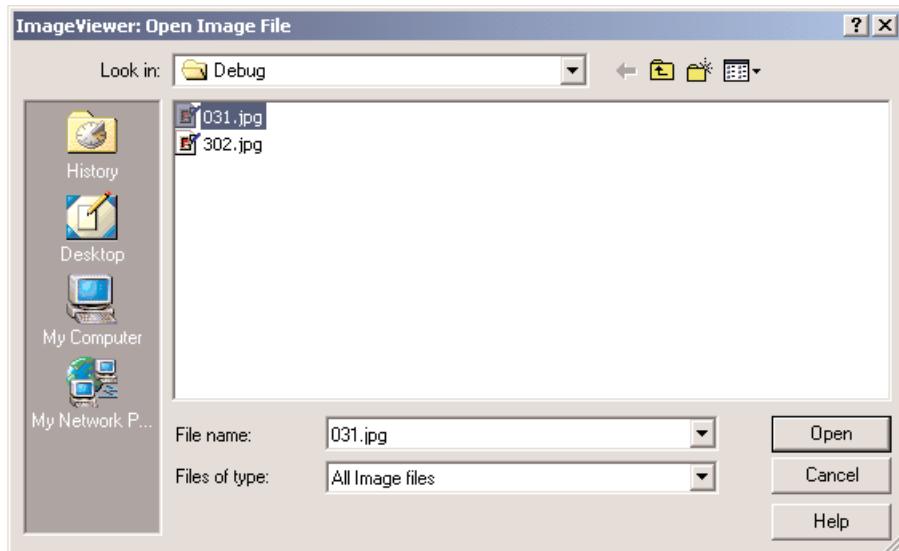


FIGURE 7.4: Browsing a file



FIGURE 7.5: Viewing an image

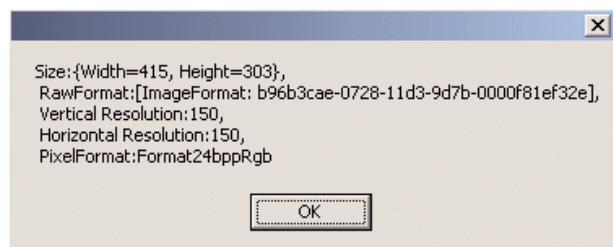


FIGURE 7.6: Reading the properties of an image



FIGURE 7.7: A thumbnail image

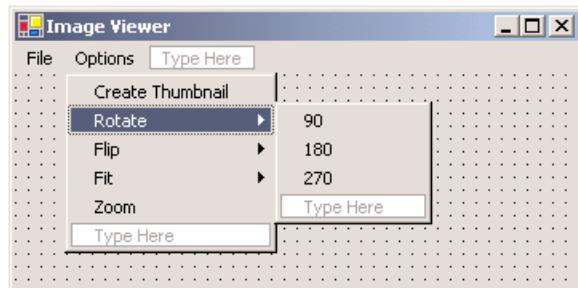


FIGURE 7.8: Rotate menu items

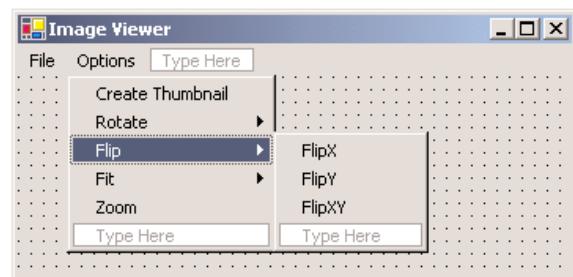


FIGURE 7.9: Flip menu items

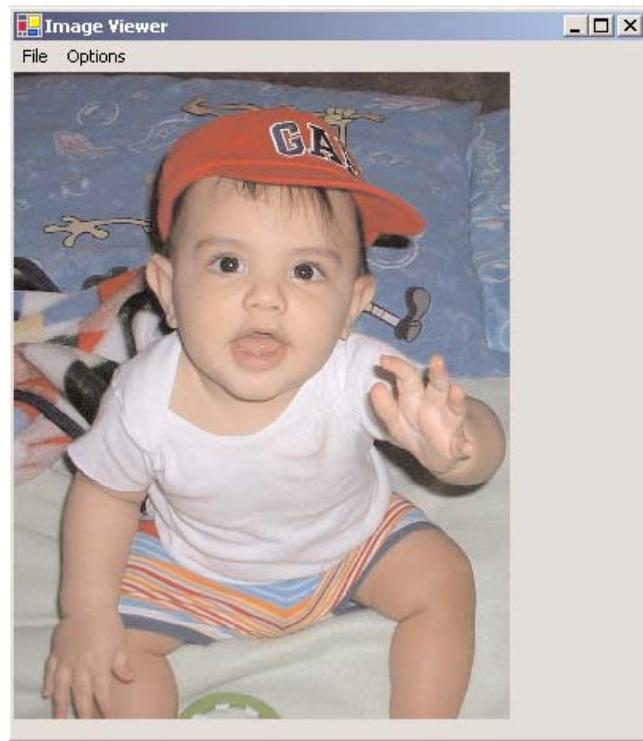


FIGURE 7.10: An image with default settings



FIGURE 7.11: The image of Figure 7.10, rotated 90 degrees

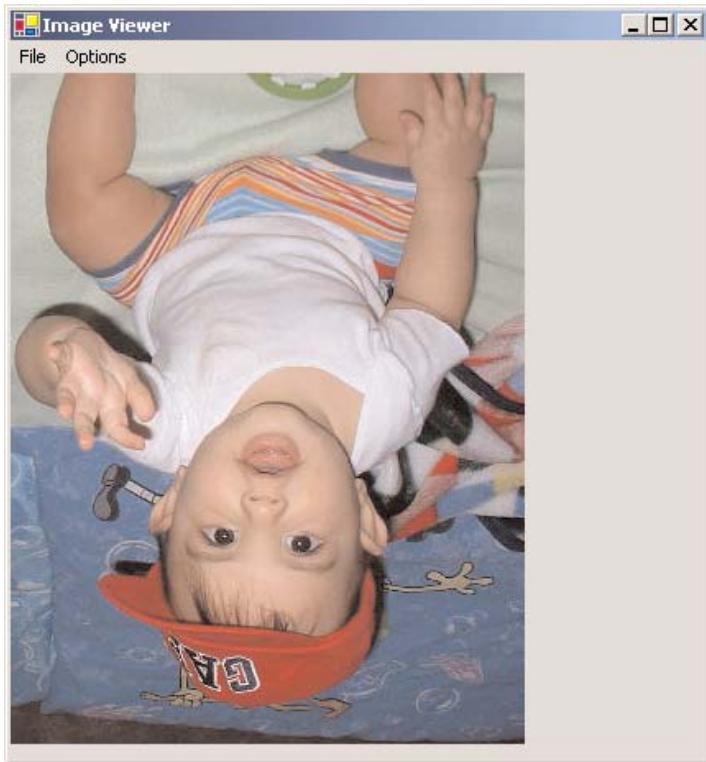


FIGURE 7.12: The image of Figure 7.10, rotated 180 degrees



FIGURE 7.13: The image of Figure 7.10, rotated 270 degrees

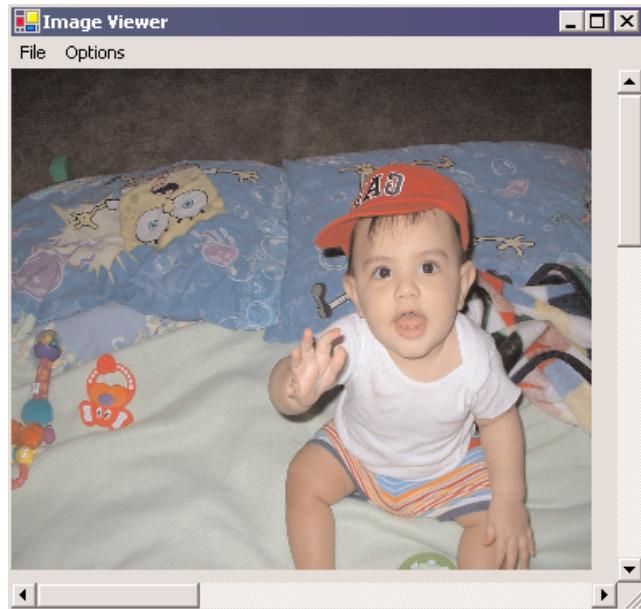


FIGURE 7.14: The image of Figure 7.10, flipped in the x -direction



FIGURE 7.15: The image of Figure 7.10, flipped in the y -direction

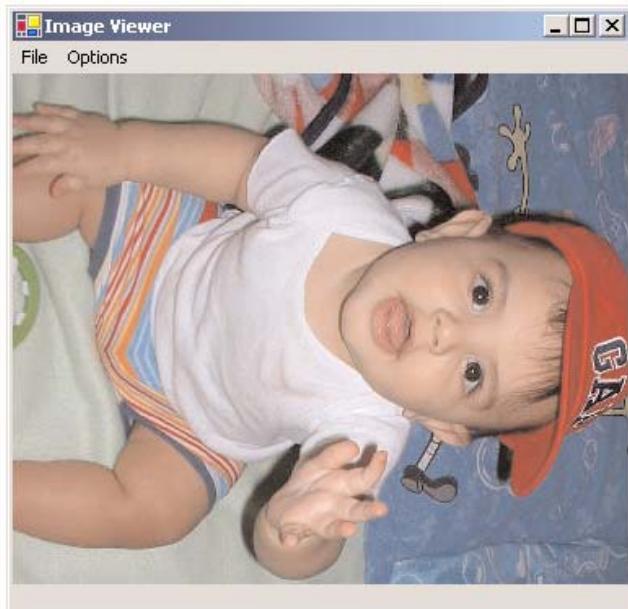


FIGURE 7.16: The image of Figure 7.10, flipped in both the x -and the y -directions

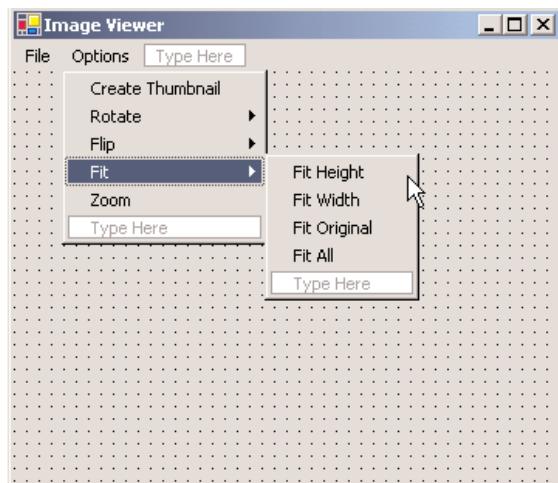


FIGURE 7.17: Fit menu items



FIGURE 7.18: An image in ImageViewer



FIGURE 7.19: The image of Figure 7.18 after Fit Width

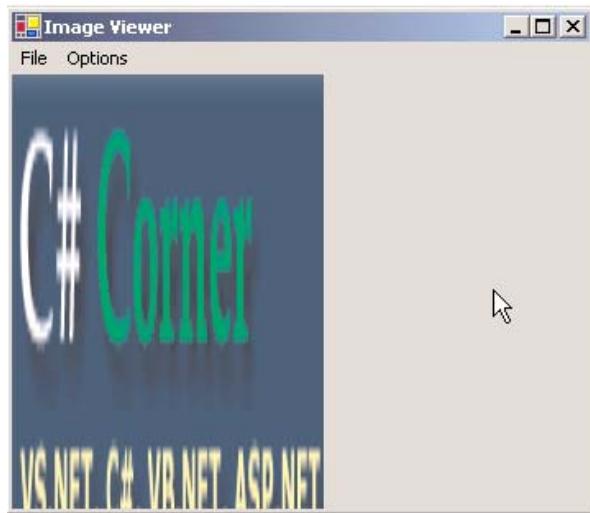


FIGURE 7.20: The image of Figure 7.18 after Fit Height



FIGURE 7.21: The image of Figure 7.18 after Fit Original



FIGURE 7.22: The image of Figure 7.18 after Fit All

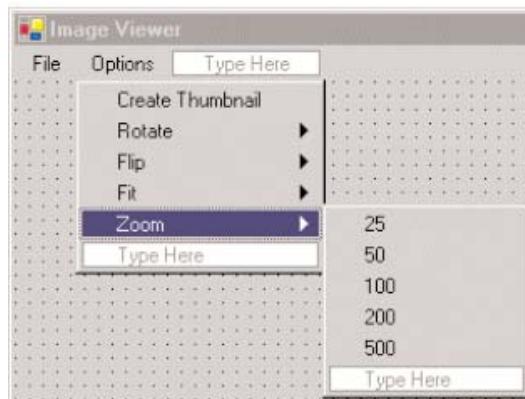


FIGURE 7.23: Zoom menu items



FIGURE 7.24: An image in ImageViewer

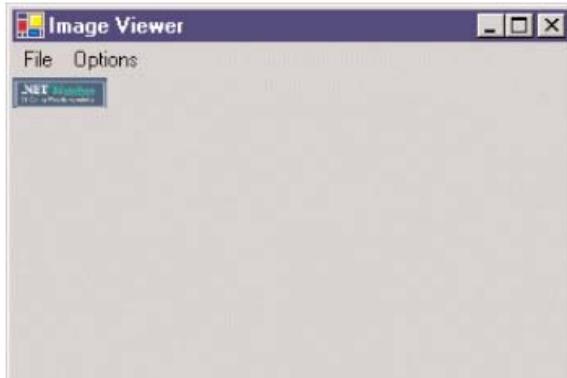


FIGURE 7.25: The image of Figure 7.24 with 25 percent zoom

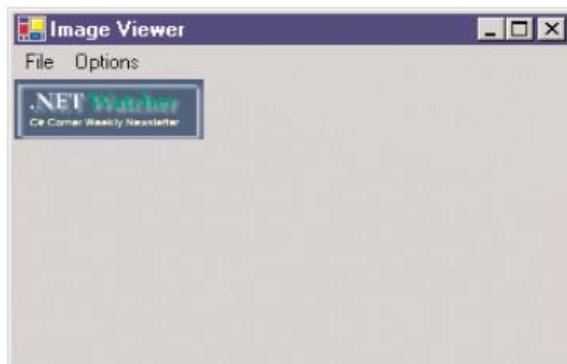


FIGURE 7.26: The image of Figure 7.24 with 50 percent zoom



FIGURE 7.27: The image of Figure 7.24 with 200 percent zoom

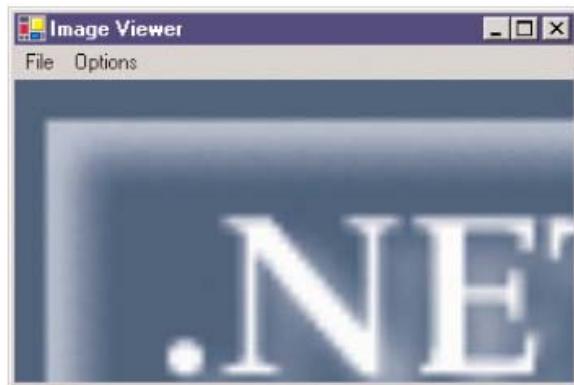


FIGURE 7.28: The image of Figure 7.24 with 500 percent zoom



FIGURE 7.29: An animated image with three frames

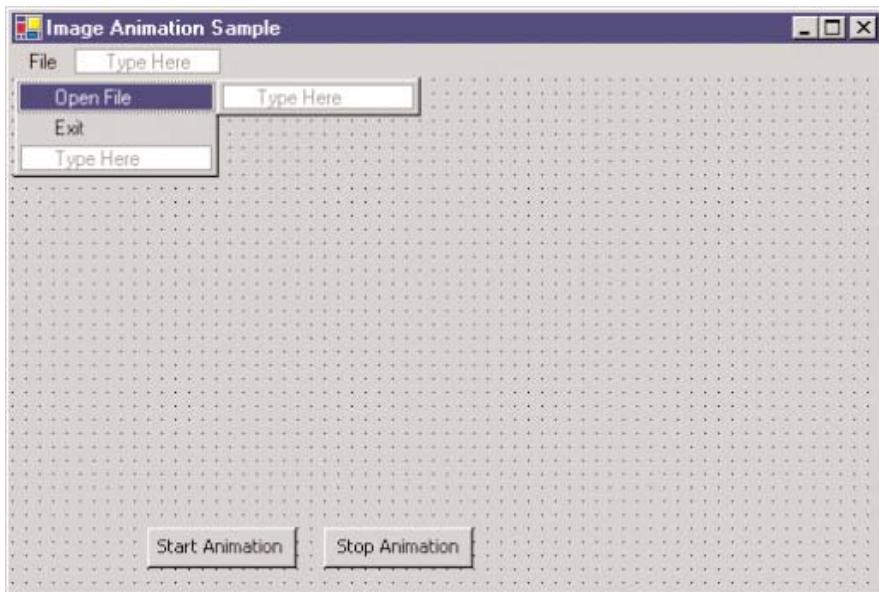


FIGURE 7.30: An image animation example



FIGURE 7.31: The first frame of an animated image

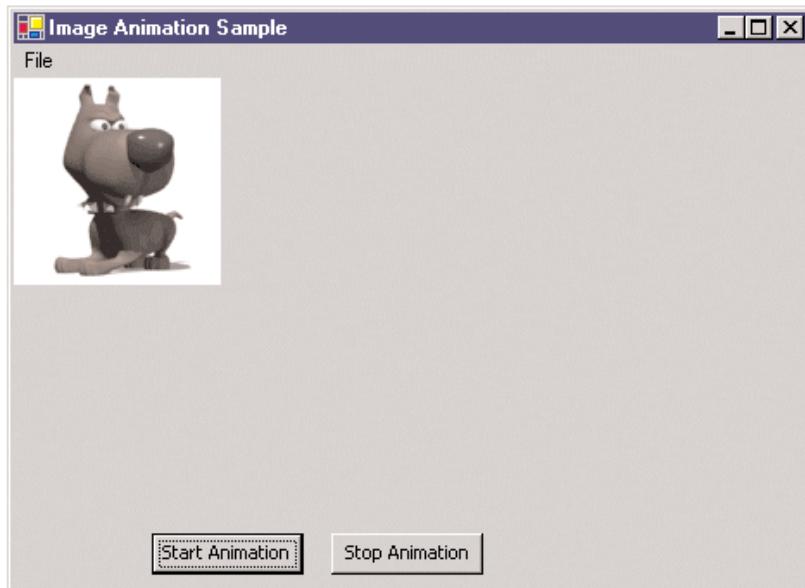


FIGURE 7.32: The second frame of an animated image

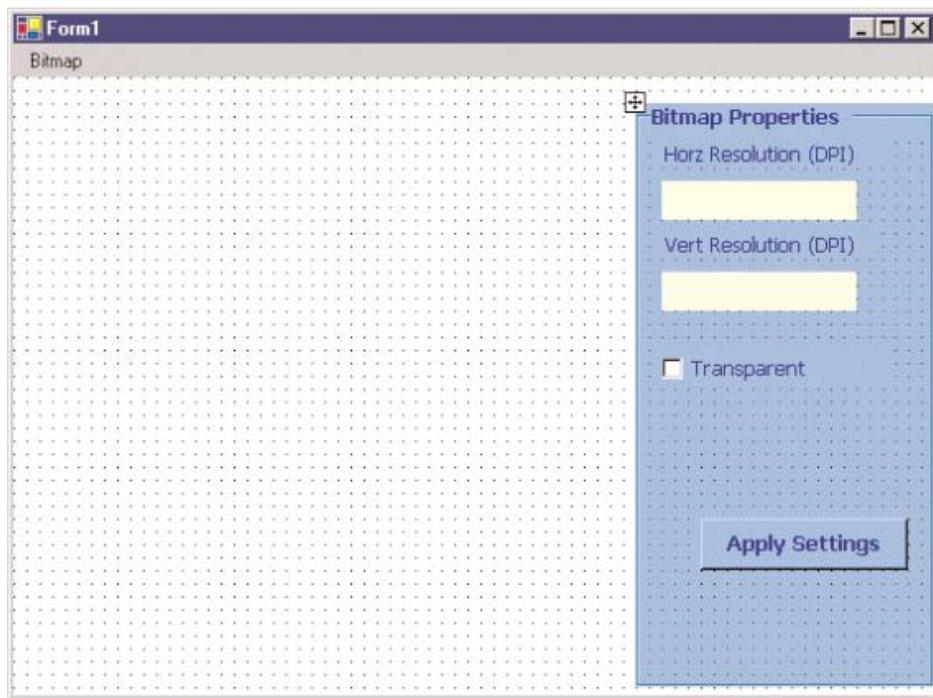


FIGURE 7.33: A bitmap example

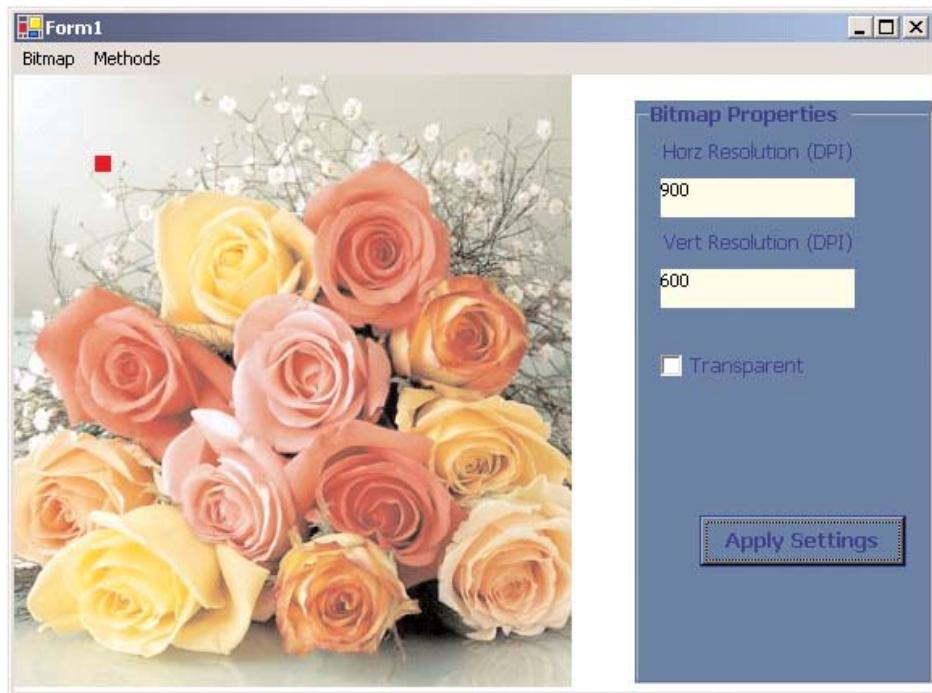


FIGURE 7.34: Changing the pixel colors of a bitmap

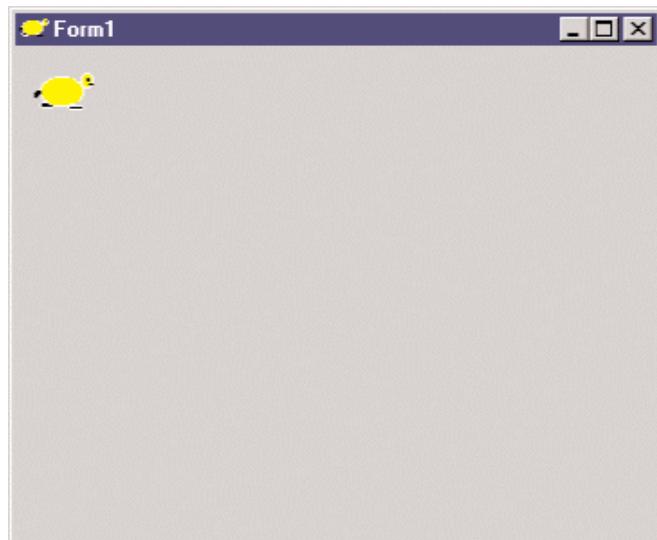


FIGURE 7.35: Viewing icons

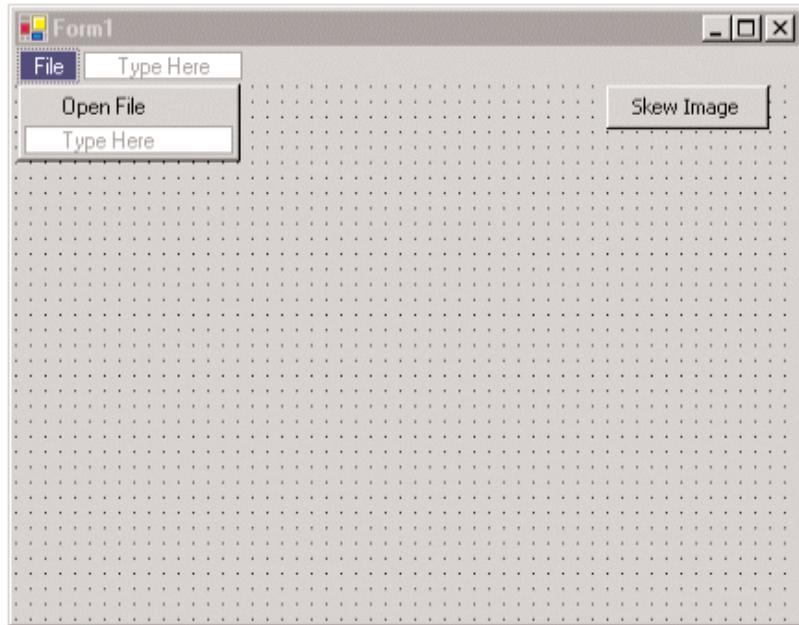


FIGURE 7.36: A skewing application



FIGURE 7.37: Normal view of an image



FIGURE 7.38: Skewed image



FIGURE 7.39: Drawing transparent graphics objects



FIGURE 7.40: Drawing multiple images



FIGURE 7.41: Viewing an image in a picture box



FIGURE 7.42: Saving images with different sizes



FIGURE 7.43: New image, with width of 200 and height of 200





FIGURE 8.2: Changing the pixel format of a partial bitmap



FIGURE 8.3: Viewing a metafile

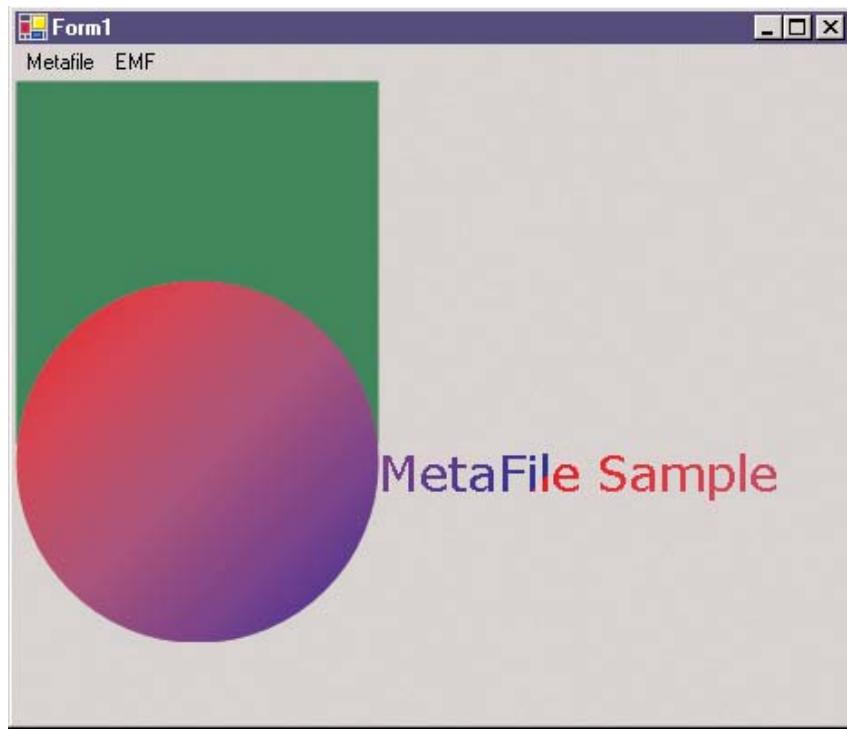


FIGURE 8.4: A metafile created programmatically



FIGURE 8.5: Reading metafile records

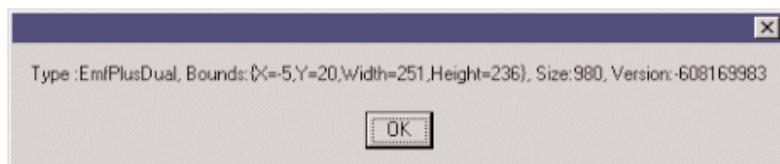


FIGURE 8.6: Reading metafile header attributes

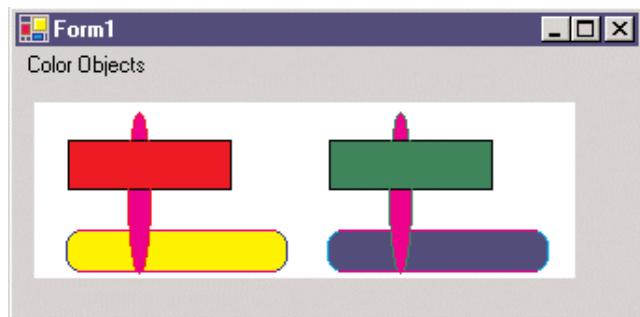


FIGURE 8.7: Applying a color remap table



FIGURE 8.8: Wrapping images



FIGURE 8.9: Drawing semitransparent images



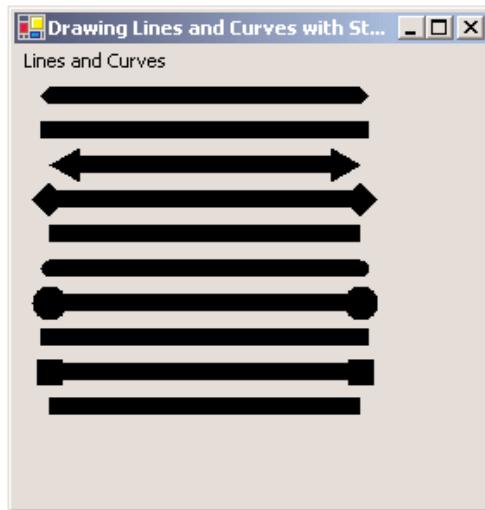


FIGURE 9.4: Reading line caps

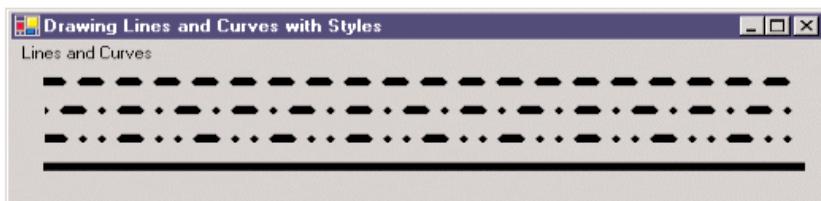


FIGURE 9.5: Reading line dash styles

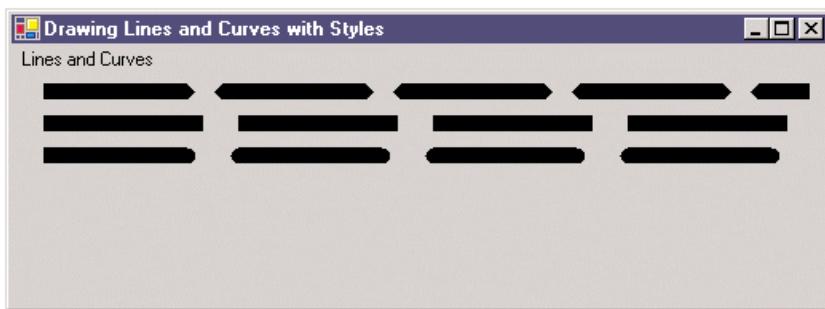


FIGURE 9.6: Getting line dash caps

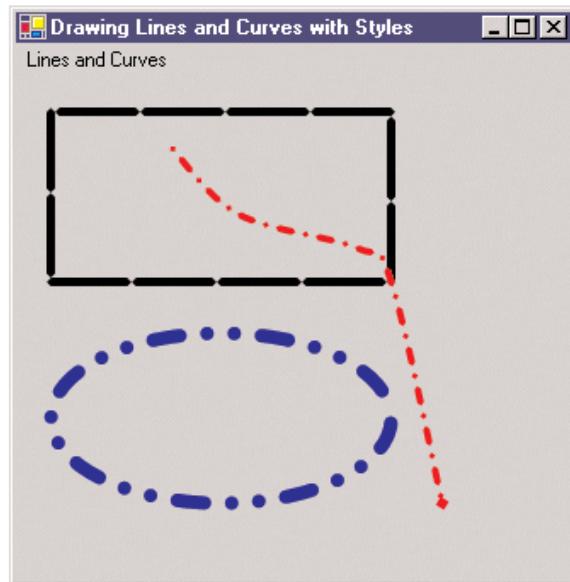


FIGURE 9.7: A rectangle, an ellipse, and a curve with different line styles



FIGURE 9.8: A line with custom caps

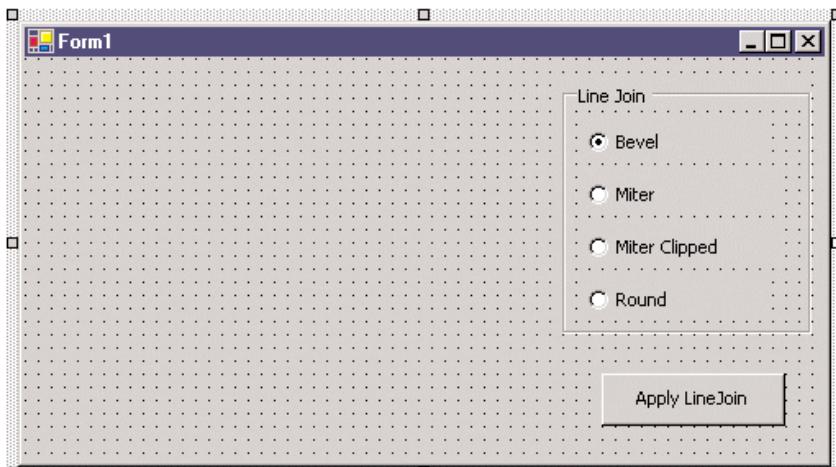
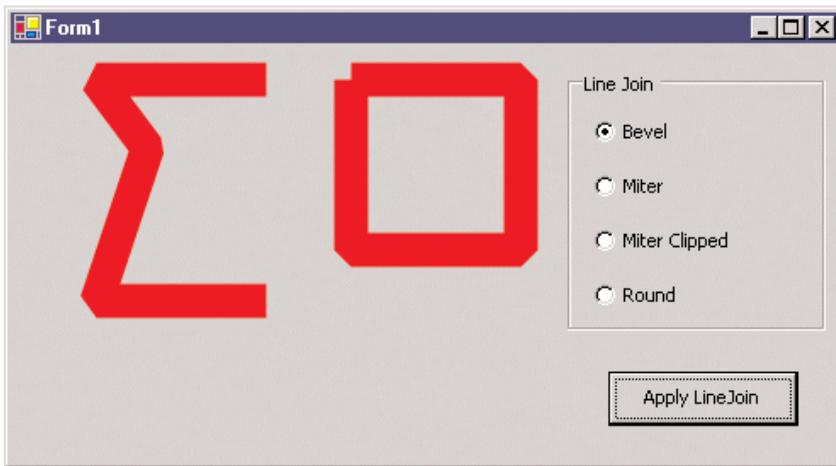


FIGURE 9.9: The line join test application



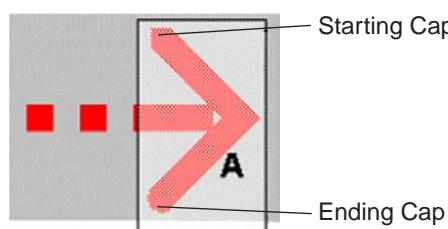
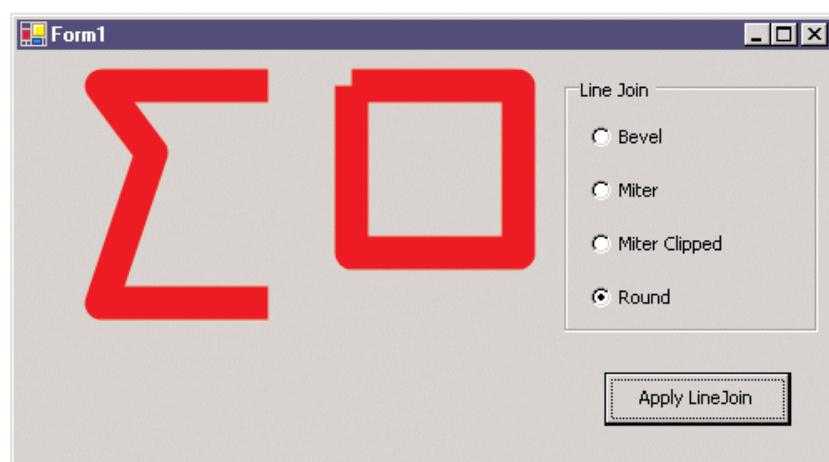
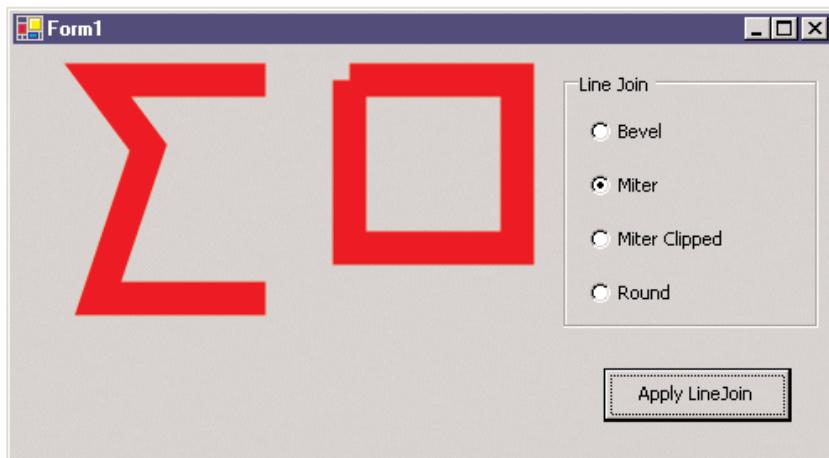


FIGURE 9.13: Customized starting and ending caps

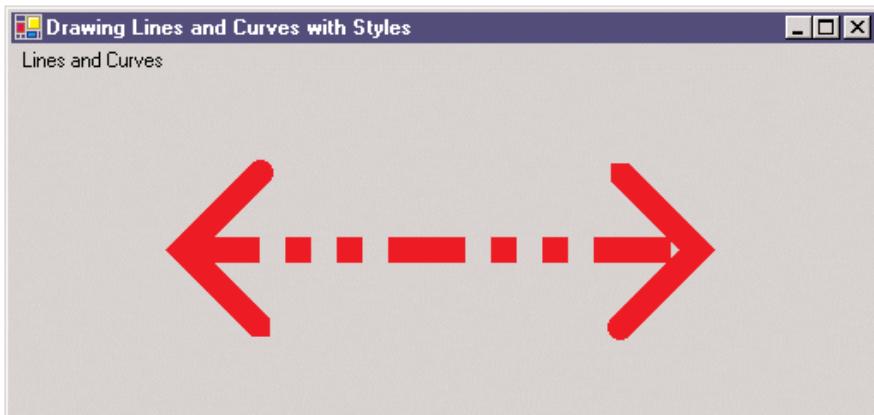


FIGURE 9.14: Setting customized starting and ending caps

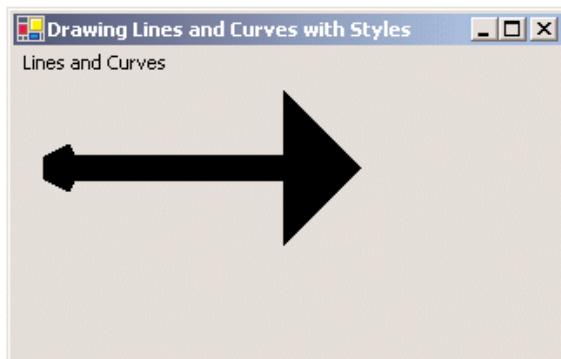


FIGURE 9.15: Adjustable arrow caps

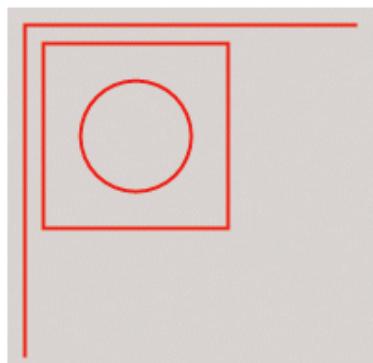


FIGURE 9.16: A simple graphics path

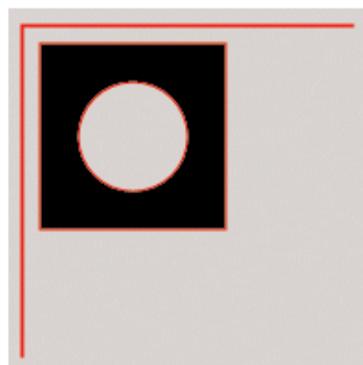


FIGURE 9.17: A filled graphics path



FIGURE 9.18: A shaped form



FIGURE 9.19: Three subpaths

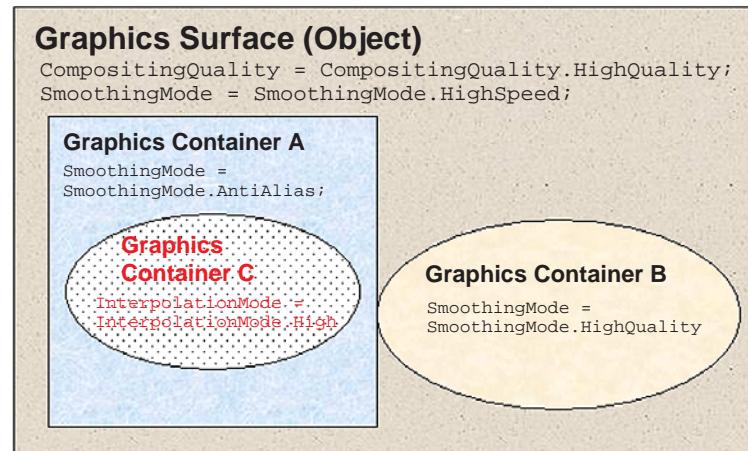


FIGURE 9.20: Nested containers

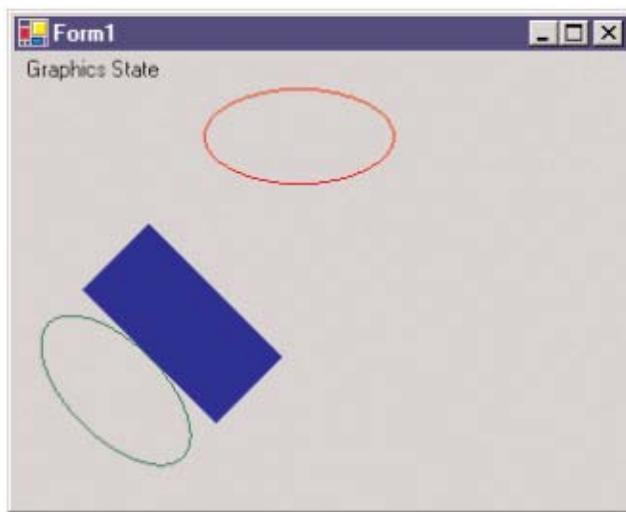
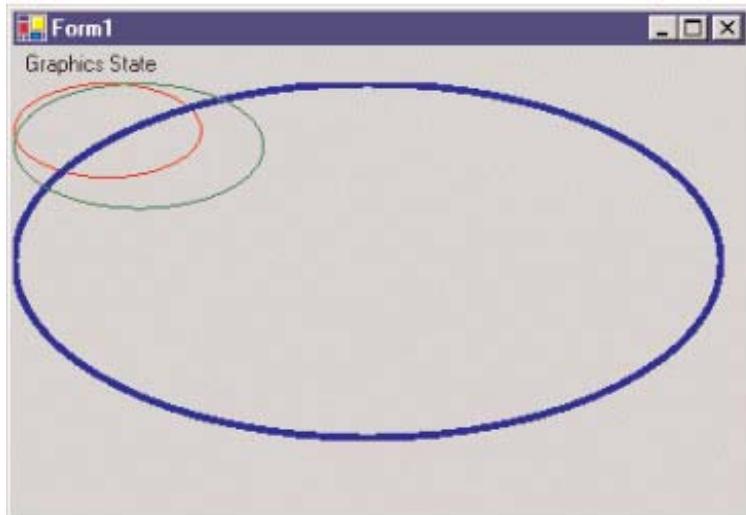


FIGURE 9.22: Saving and restoring graphics states



FIGURE 9.23: Using graphics containers to draw text

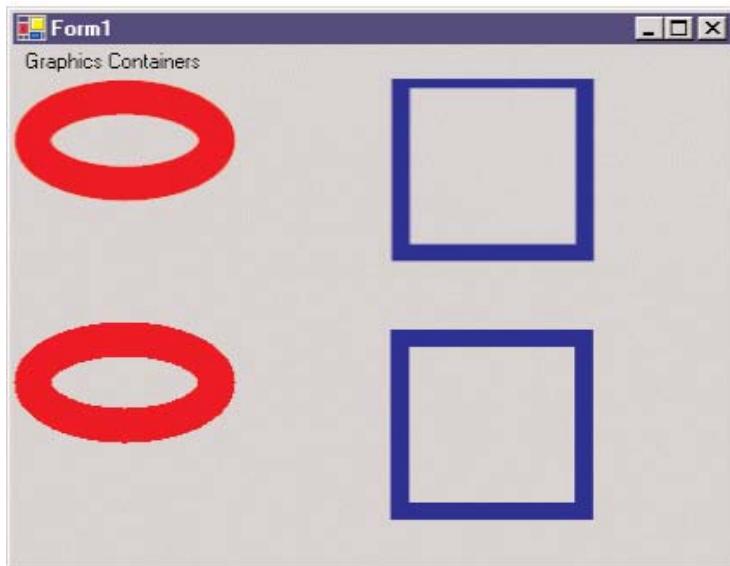


FIGURE 9.24: Using graphics containers to draw shapes

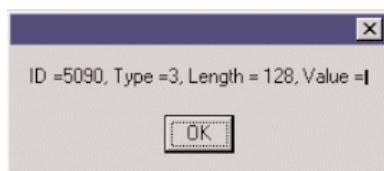


FIGURE 9.25: Reading the metadata of a bitmap

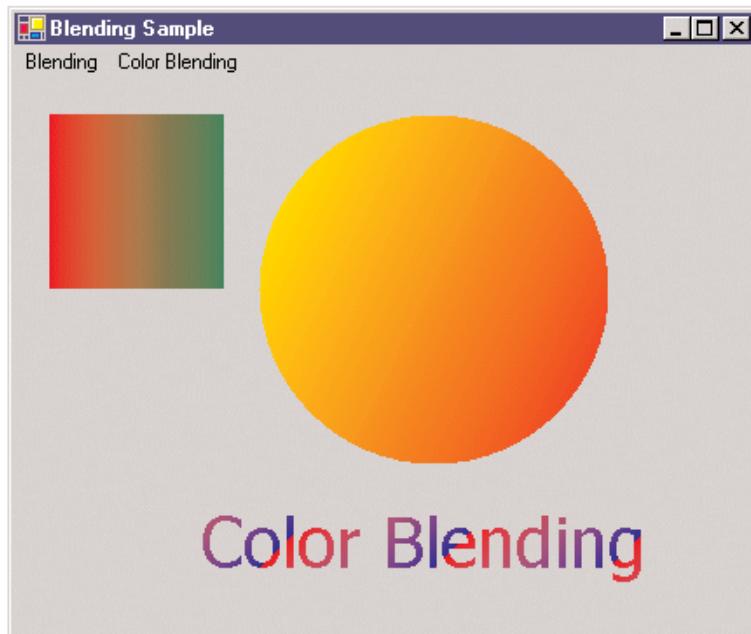


FIGURE 9.26: Color blending examples



FIGURE 9.27: Transparent graphics shapes in an image using alpha blending



FIGURE 9.28: Mixed blending effects

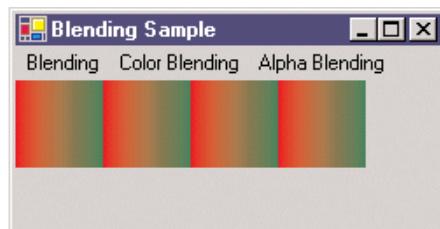


FIGURE 9.29: Using linear gradient brushes

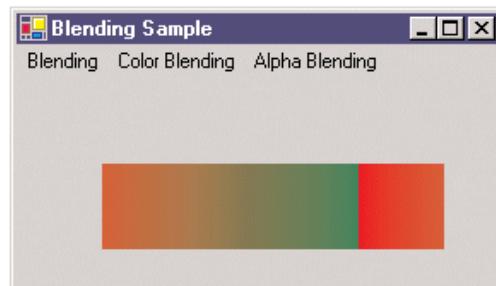
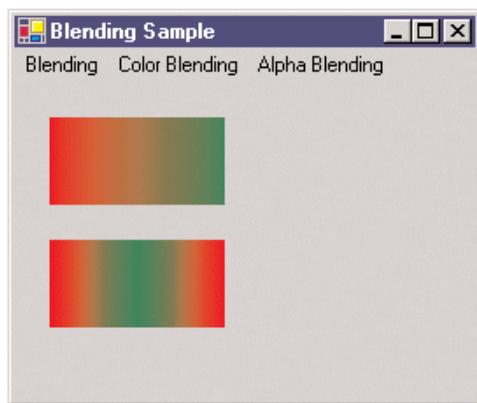
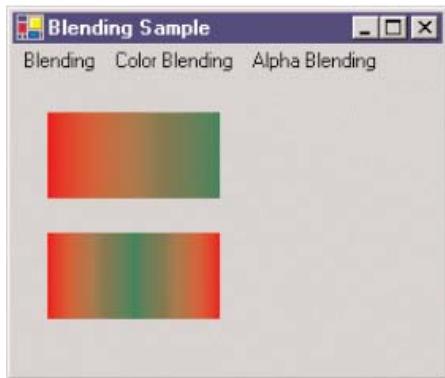


FIGURE 9.30: Using a rectangle in the linear gradient brush



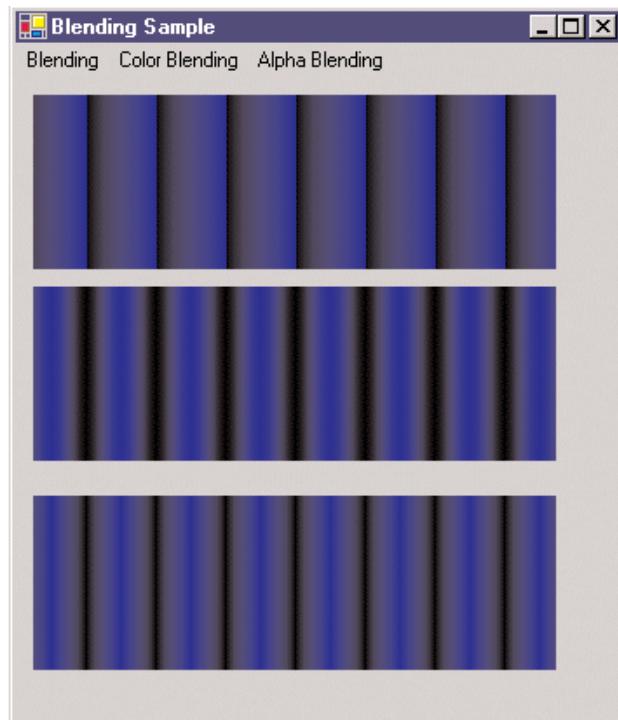


FIGURE 9.33: Comparing the effects of `SetBlendTriangularShape` and `SetSigmaBellShape`

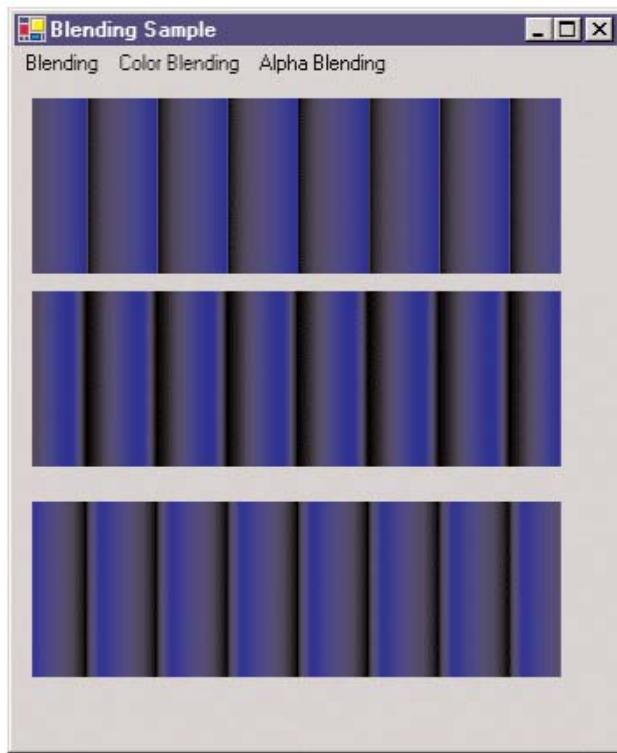


FIGURE 9.34: Setting the center of a gradient

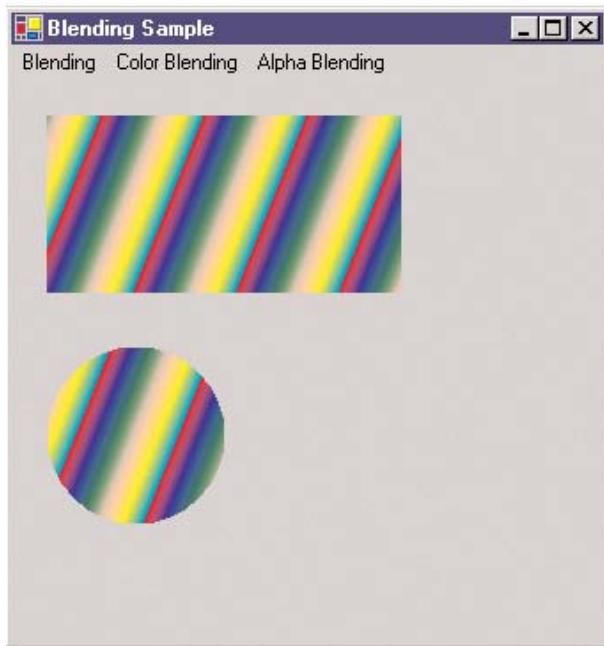


FIGURE 9.35: A multicolor gradient

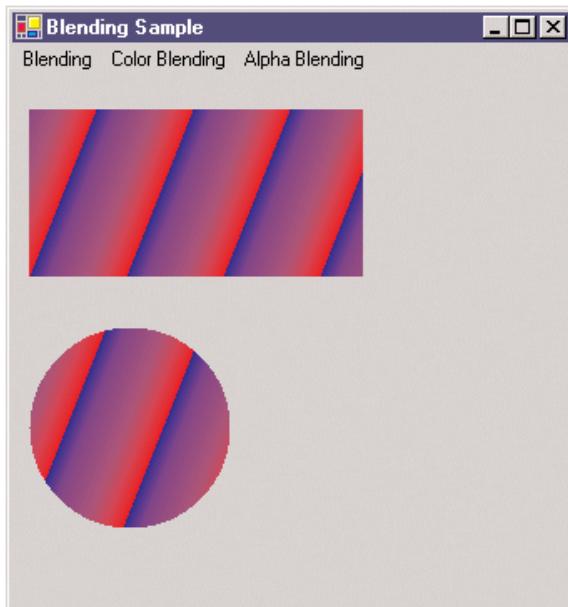


FIGURE 9.36: Using blending in a linear gradient brush

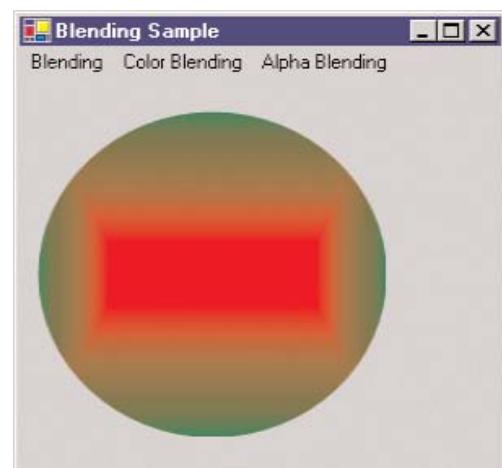
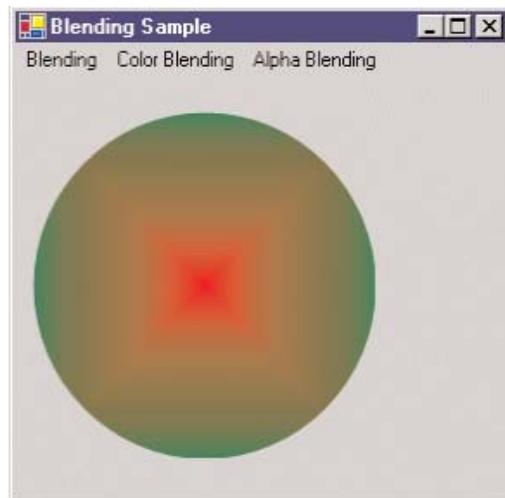


FIGURE 9.38: Setting the focus scale

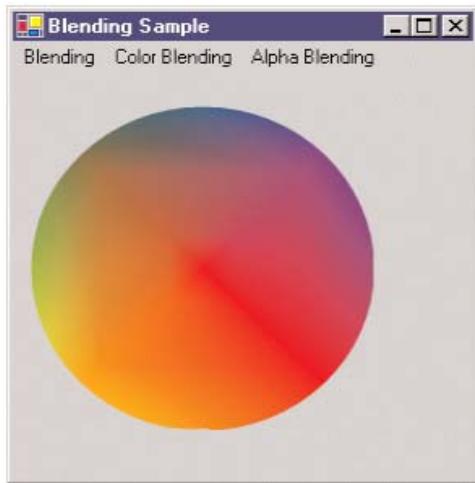
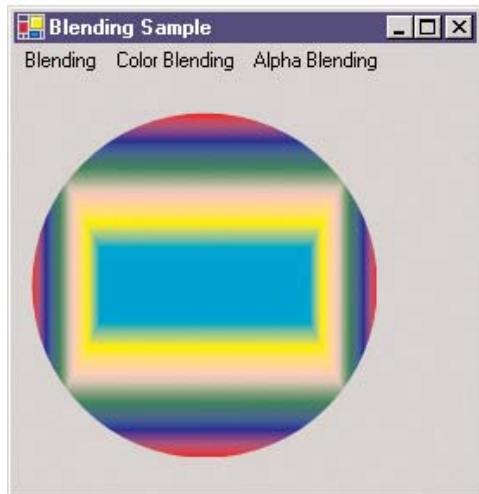


FIGURE 9.39: Blending multiple colors



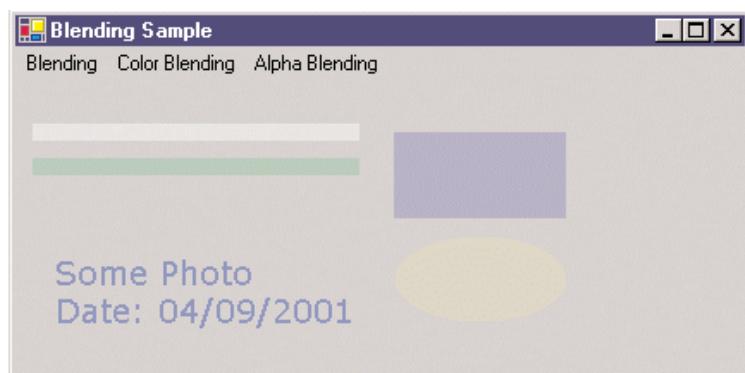
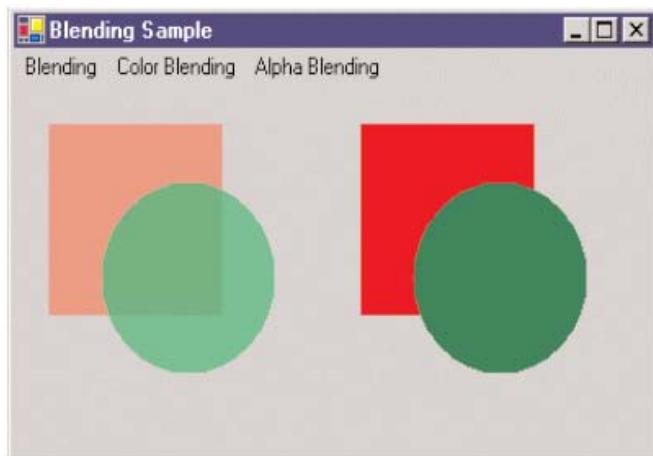


FIGURE 9.42: Drawing semitransparent graphics shapes



FIGURE 9.43: Drawing semitransparent shapes on an image



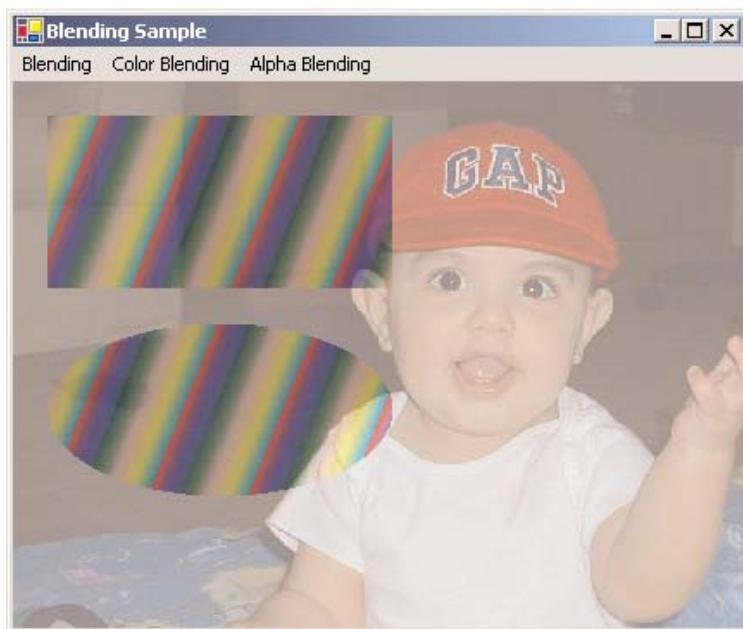
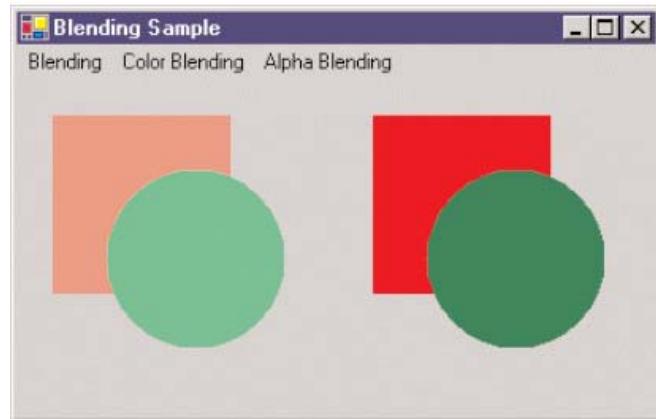
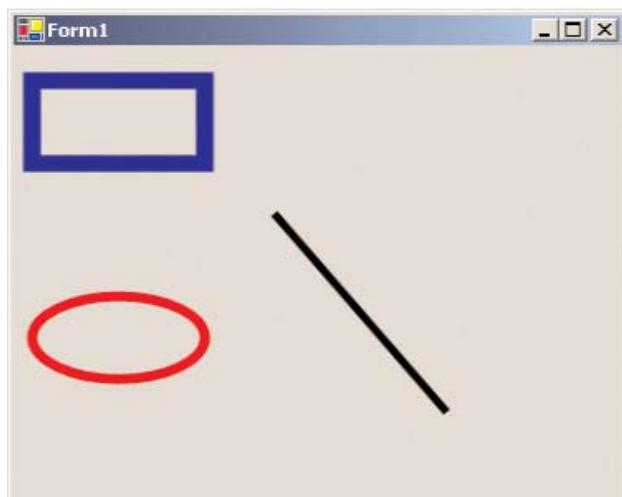
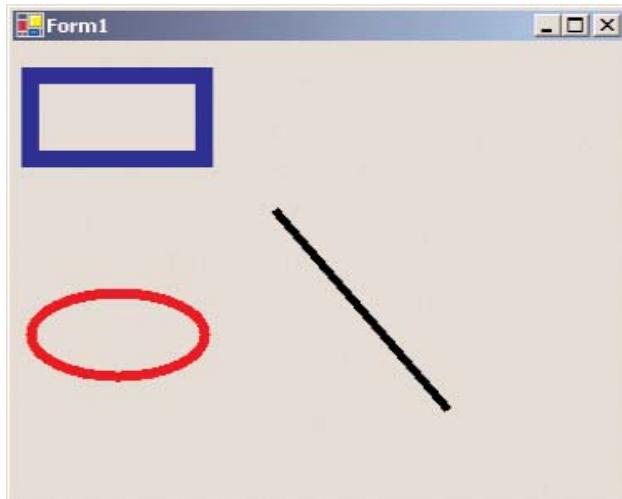


FIGURE 9.46: A mixed blending example



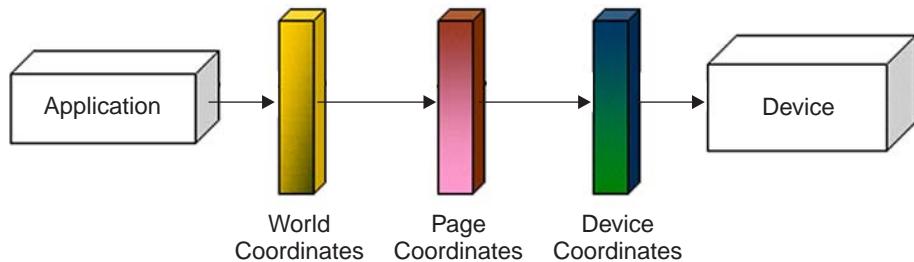


FIGURE 10.1: Steps in the transformation process

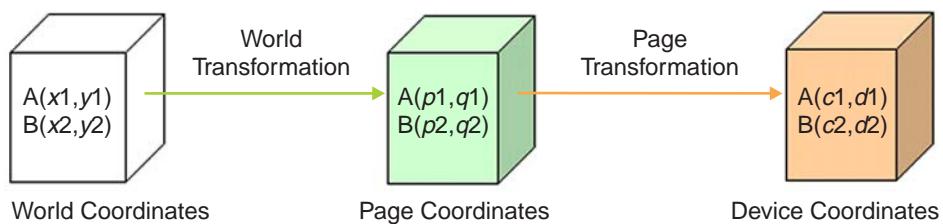


FIGURE 10.2: Transformation stages

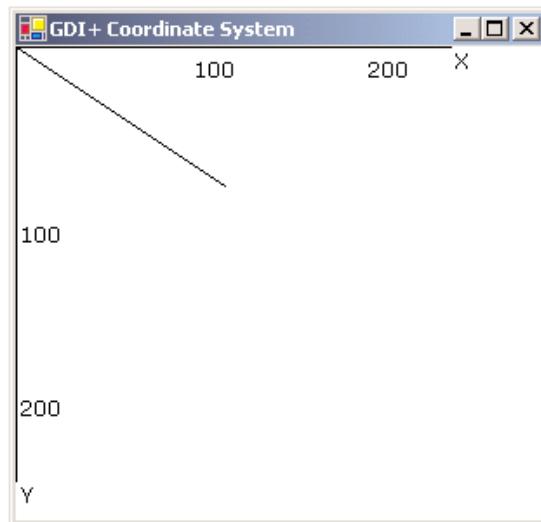


FIGURE 10.3: Drawing a line from point $(0, 0)$ to point $(120, 80)$

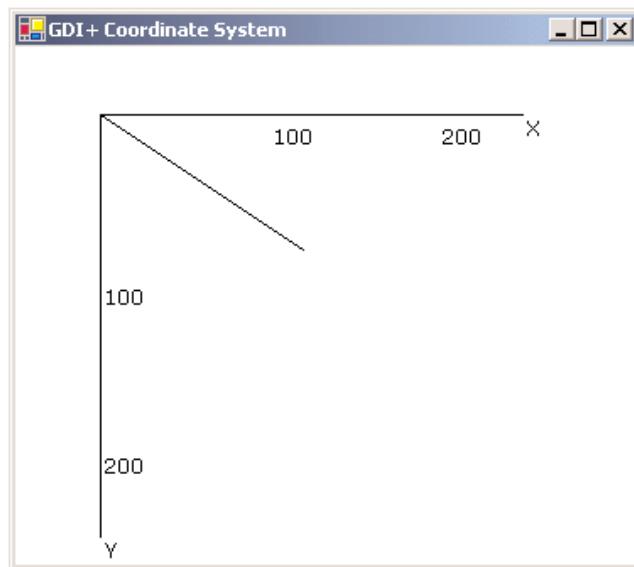
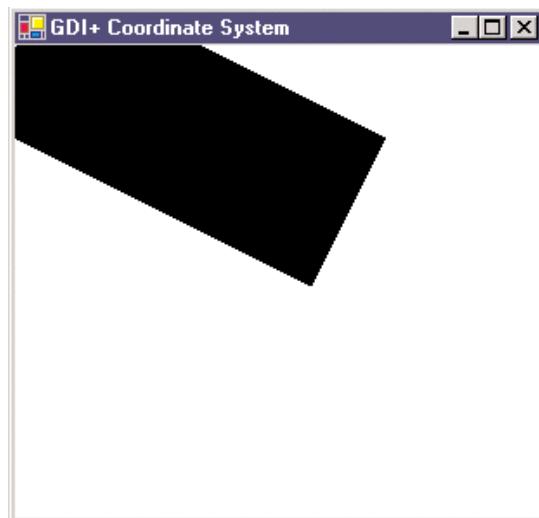


FIGURE 10.4: Drawing a line from point $(0, 0)$ to point $(120, 80)$ with origin $(50, 40)$



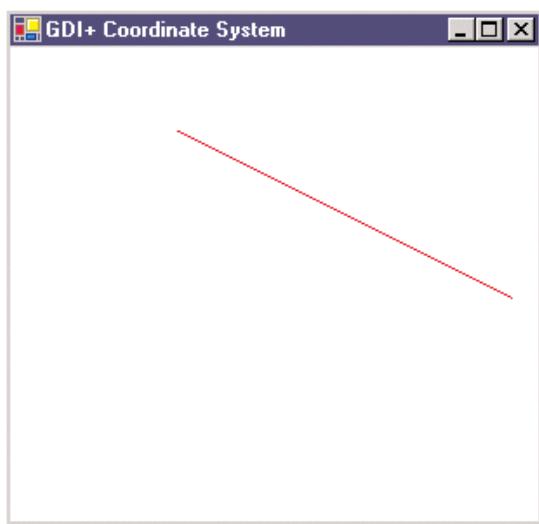
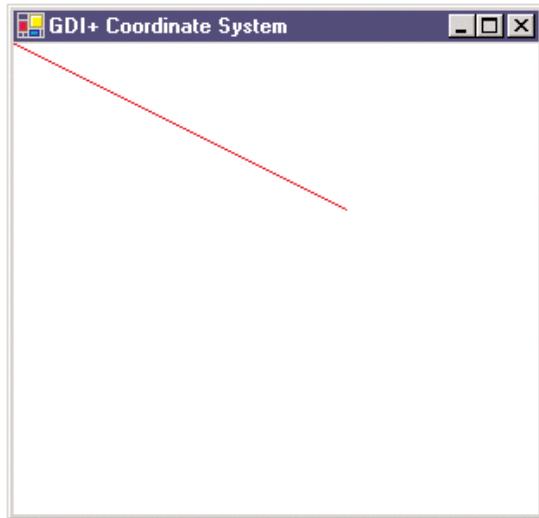


FIGURE 10.7: Combining page and device coordinates

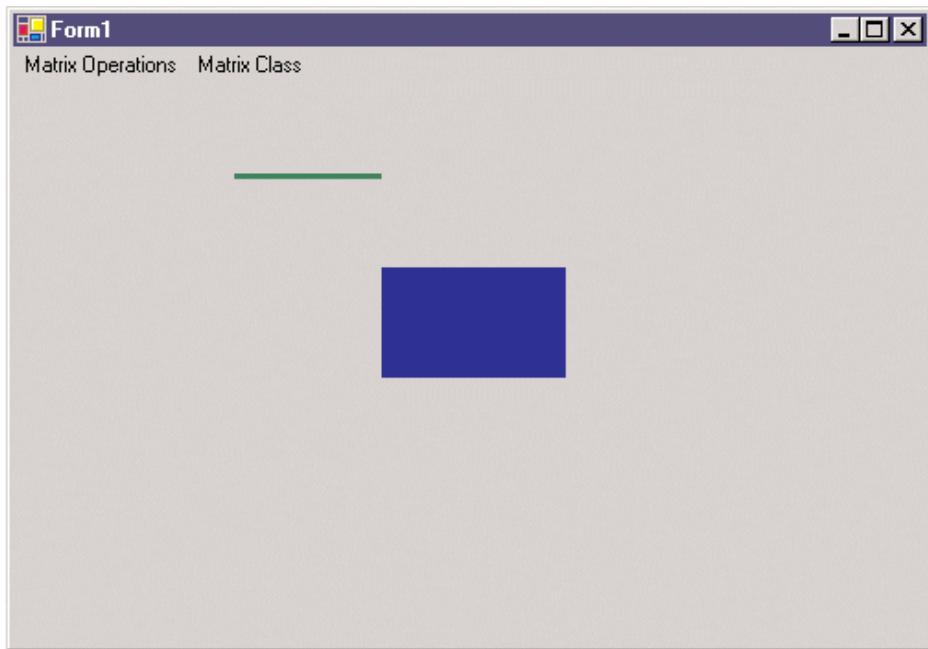


FIGURE 10.8: Drawing a line and filling a rectangle

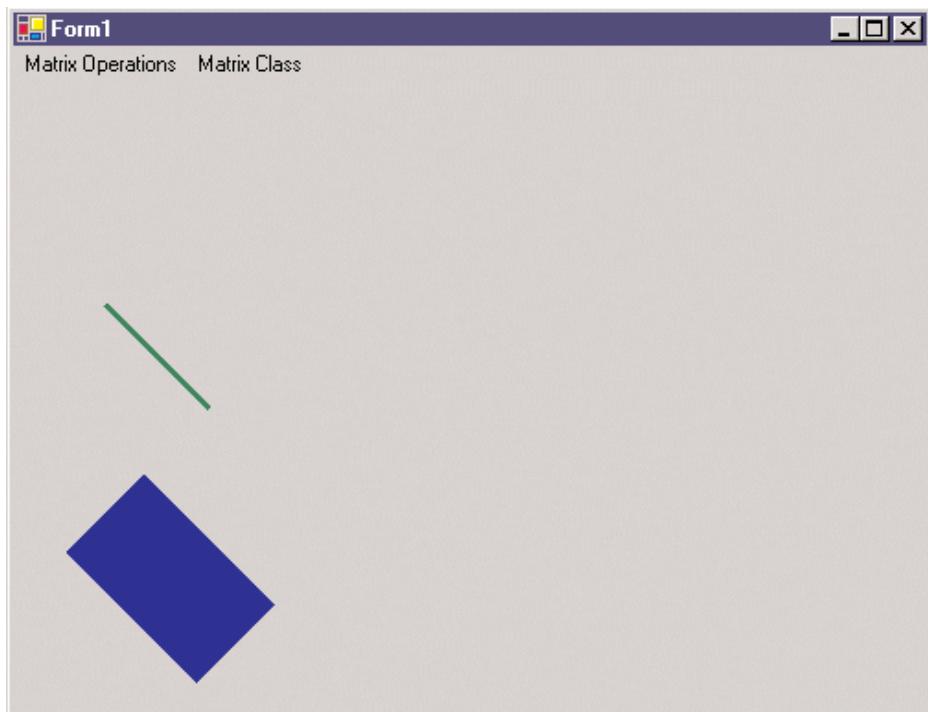


FIGURE 10.9: Rotating graphics objects

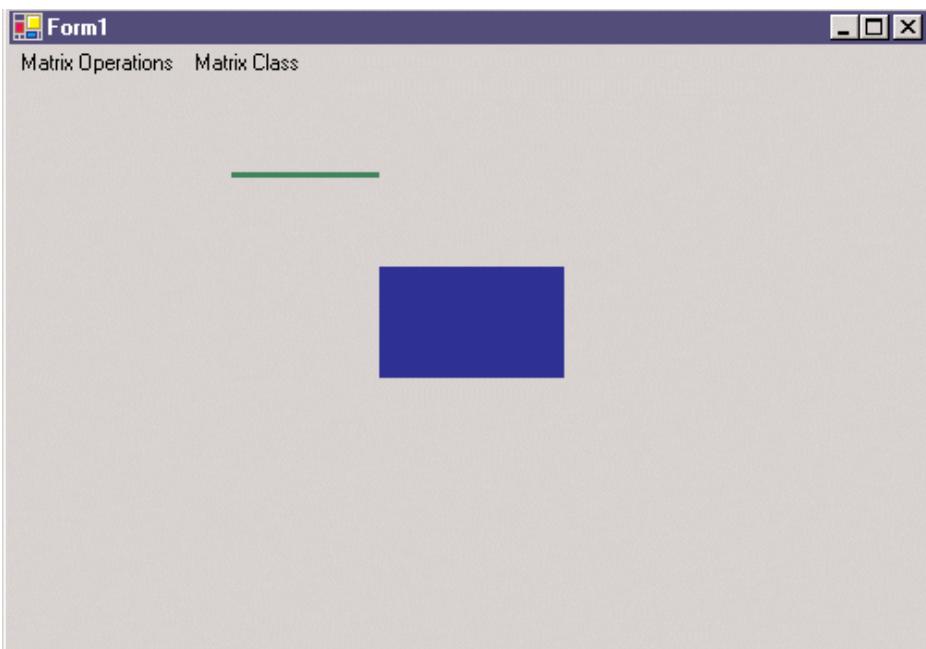
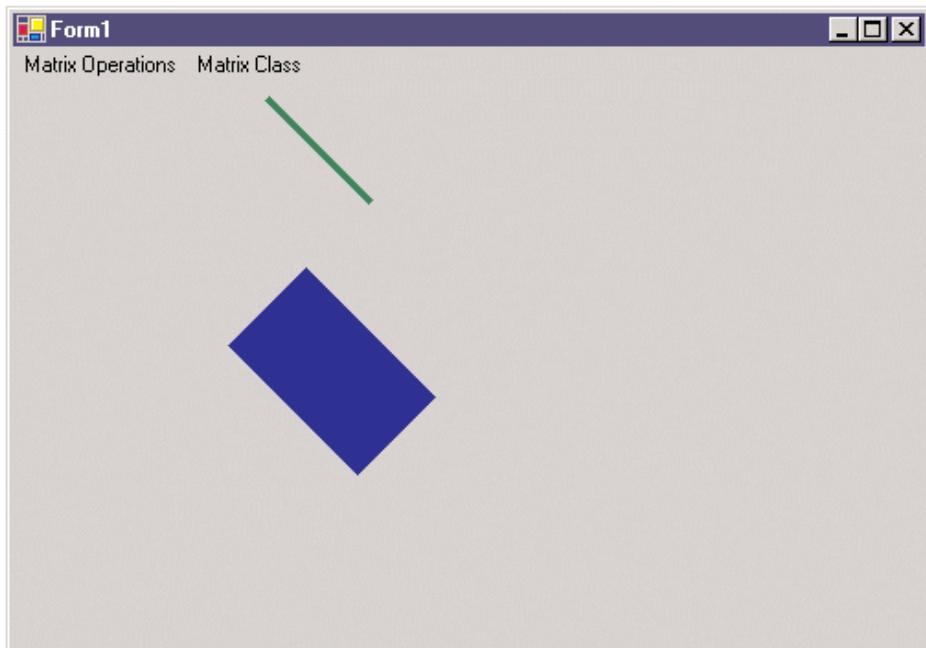


FIGURE 10.11: Resetting a transformation

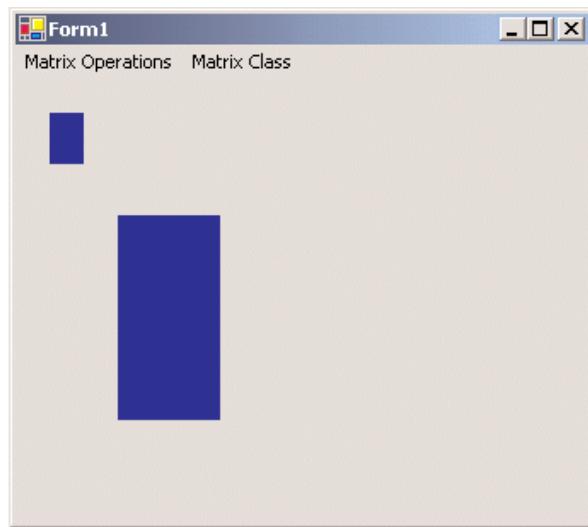


FIGURE 10.12: Scaling a rectangle

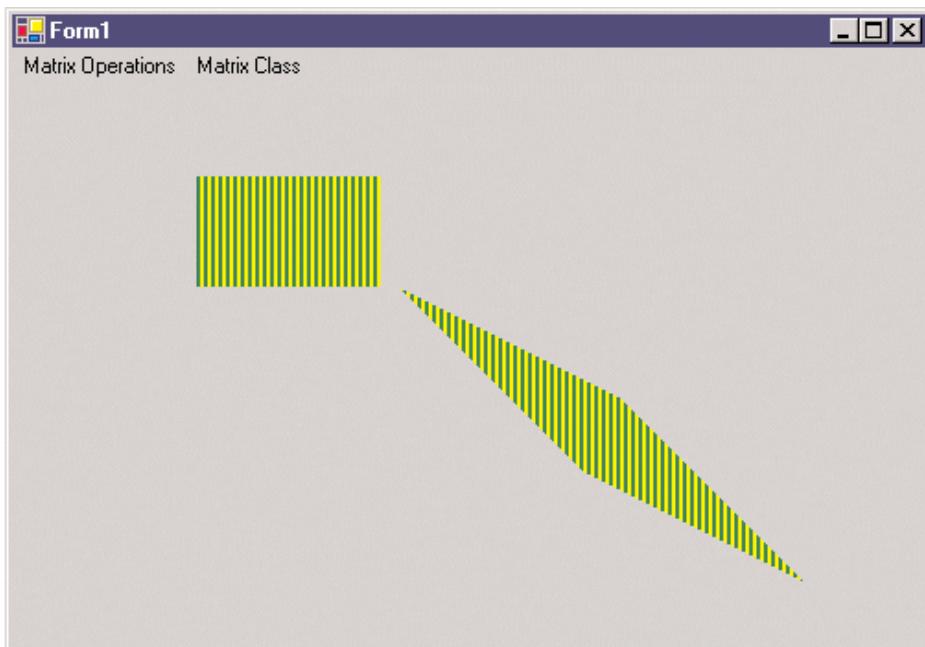


FIGURE 10.13: Shearing a rectangle

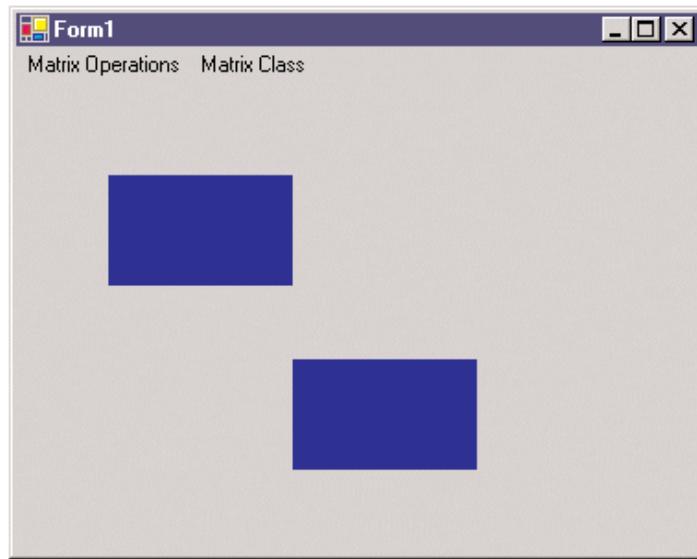


FIGURE 10.14: Translating a rectangle

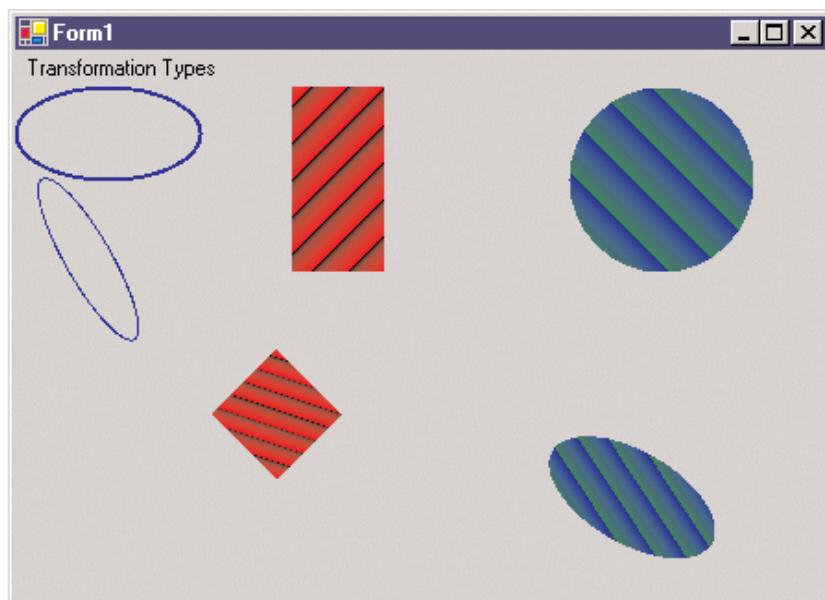


FIGURE 10.15: Composite transformation

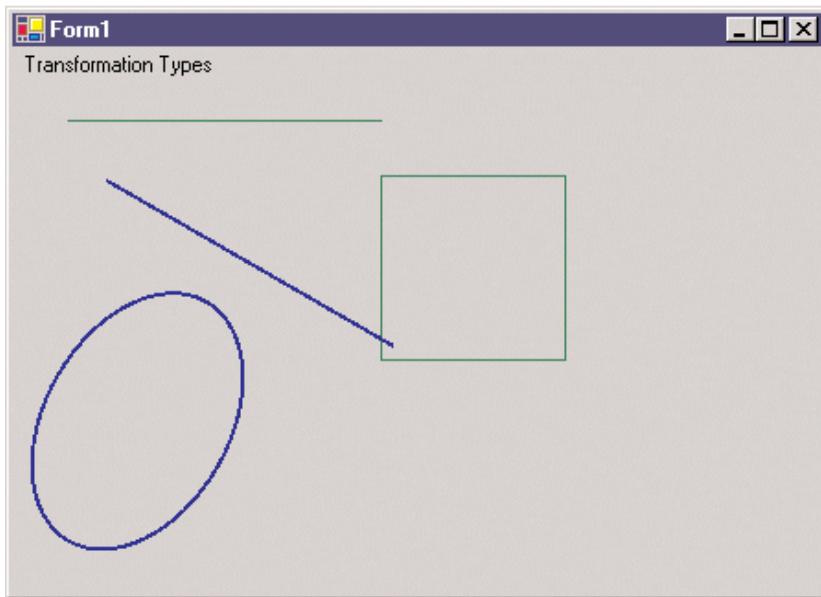


FIGURE 10.16: Local transformation

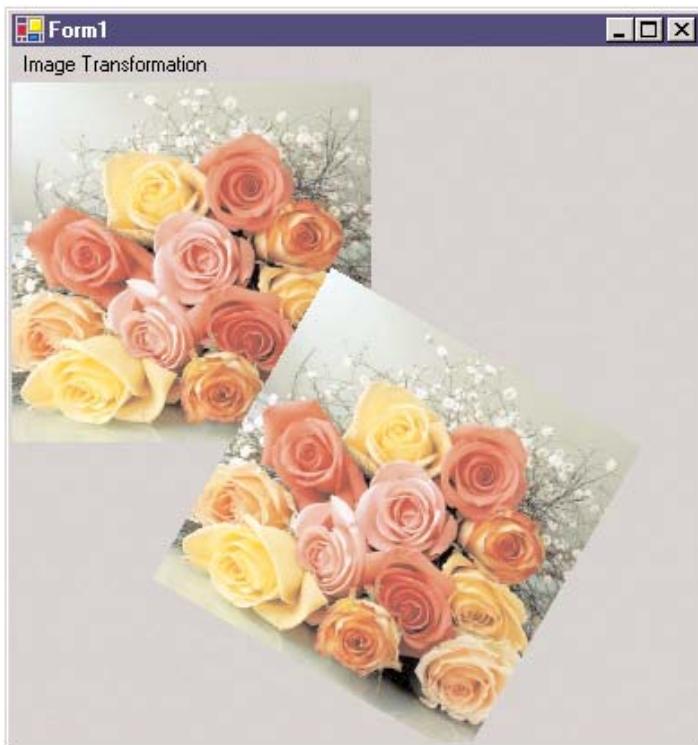


FIGURE 10.17: Rotating images



FIGURE 10.18: Scaling images



FIGURE 10.19: Translating images



FIGURE 10.20: Shearing images



FIGURE 10.24: Translating colors



FIGURE 10.25: Scaling colors



FIGURE 10.26: Shearing colors

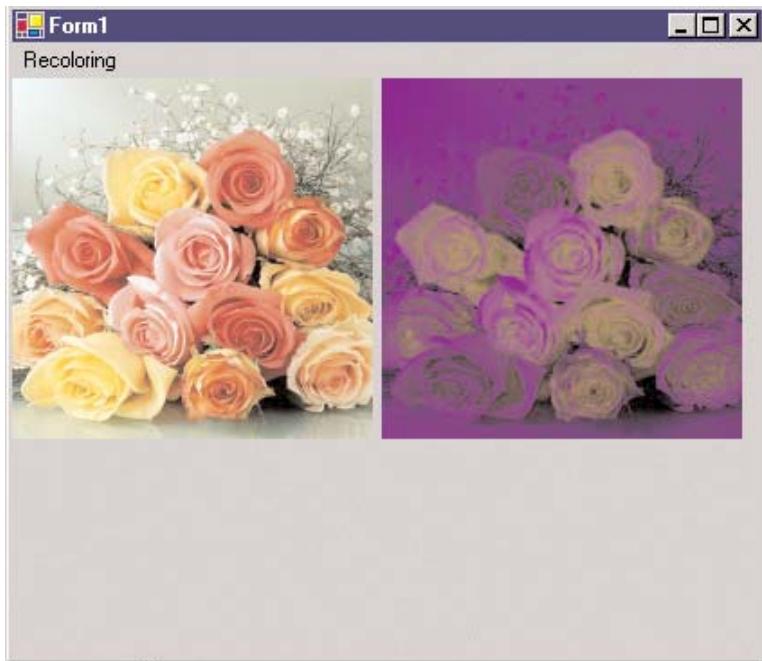


FIGURE 10.29: Rotating colors

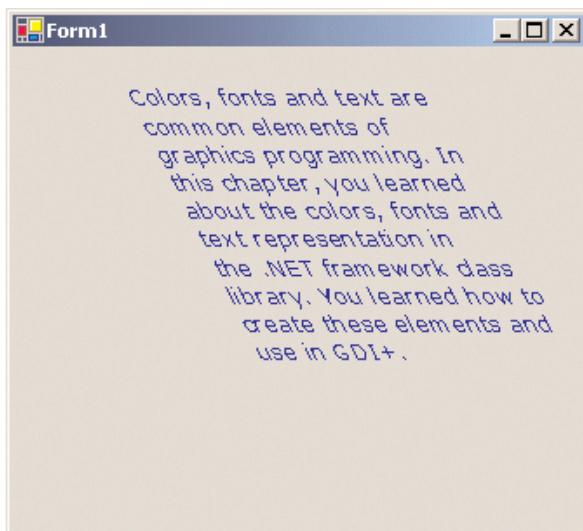


FIGURE 10.30: Using the transformation matrix to transform text

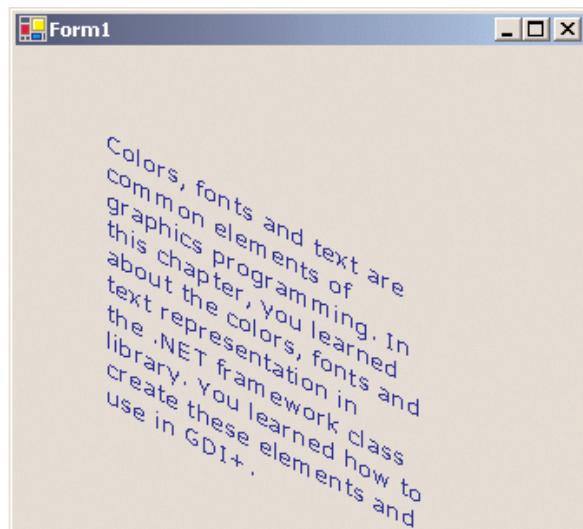


FIGURE 10.31: Using the transformation matrix to shear text

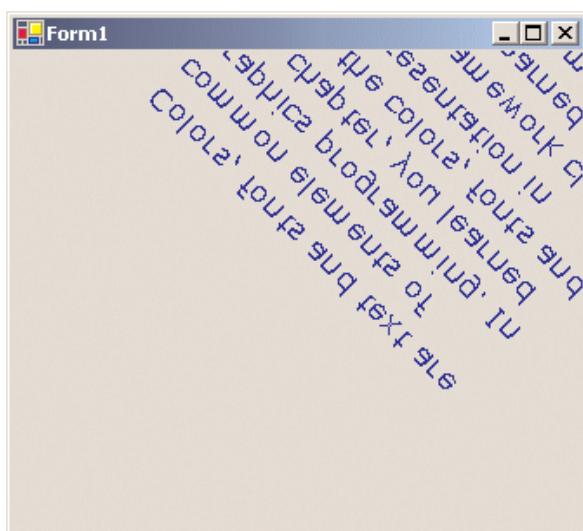


FIGURE 10.32: Using the transformation matrix to reverse text

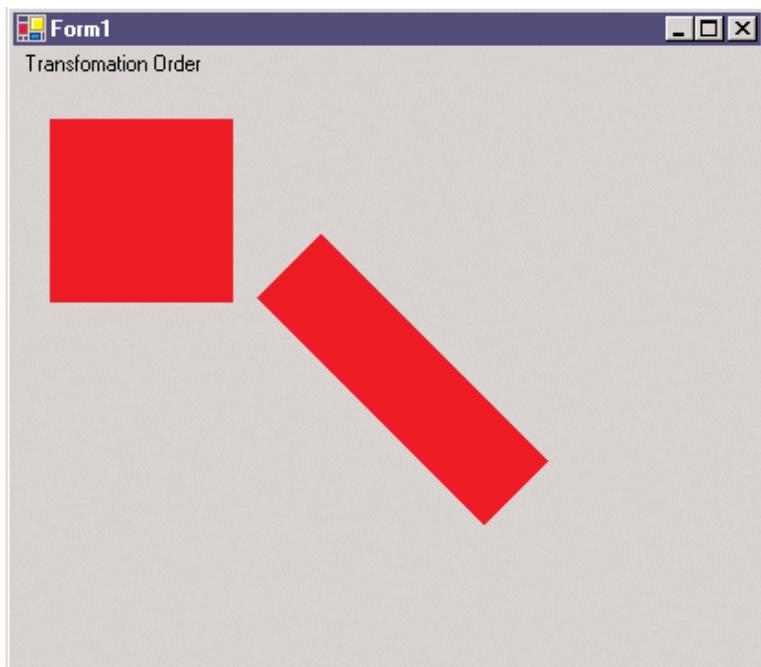
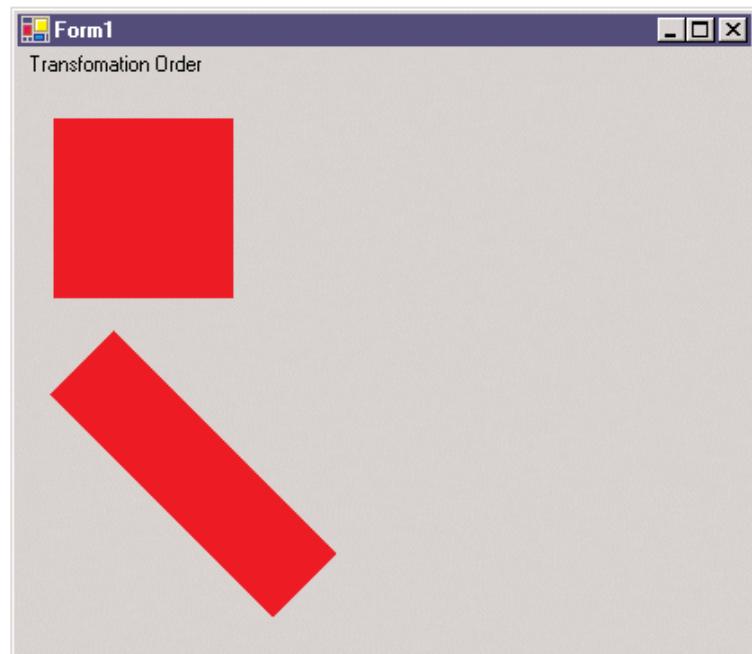


FIGURE 10.33: Scale fi Rotate fi Translate composite transformation



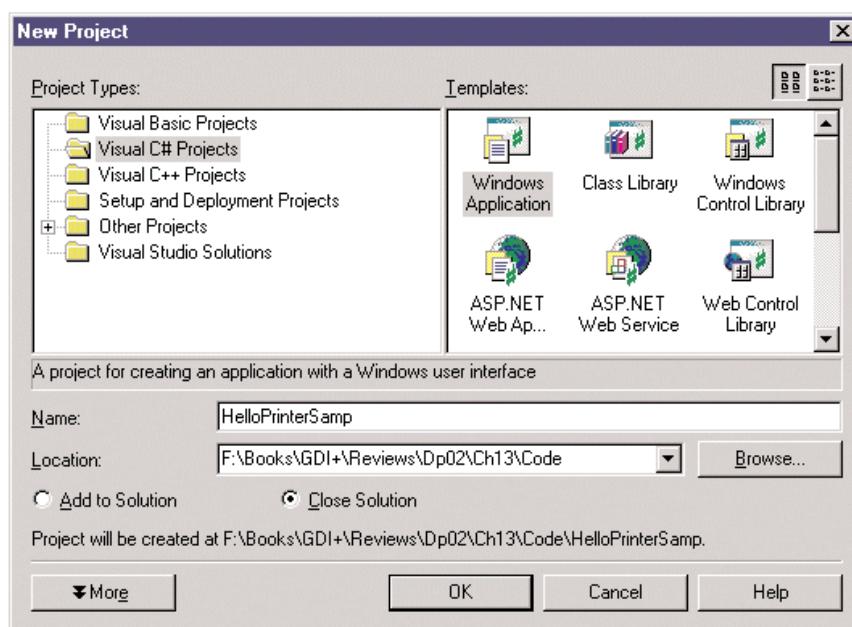
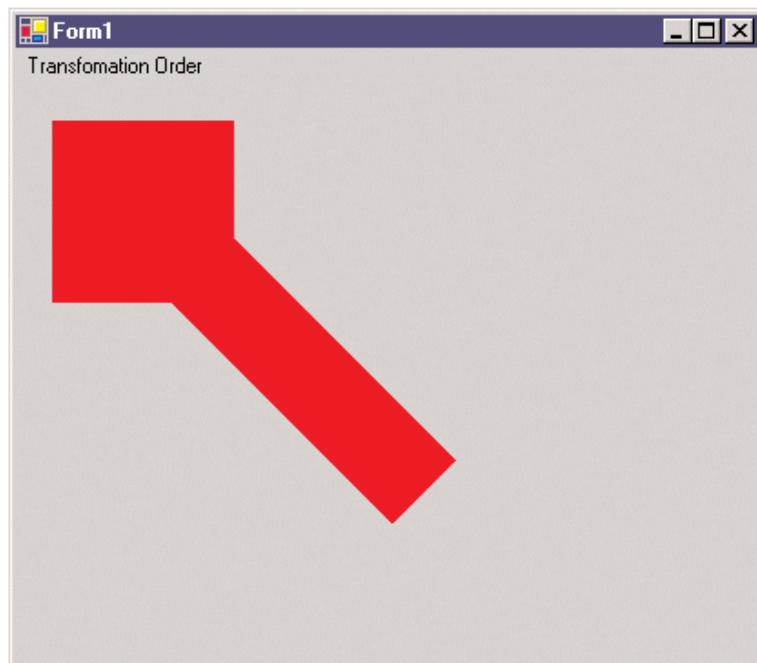


FIGURE 11.6: Creating a Windows application

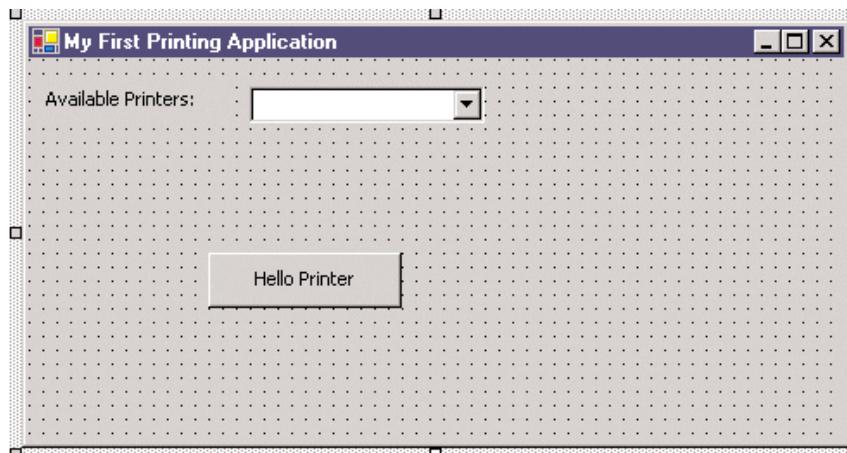


FIGURE 11.7: Your first printing application

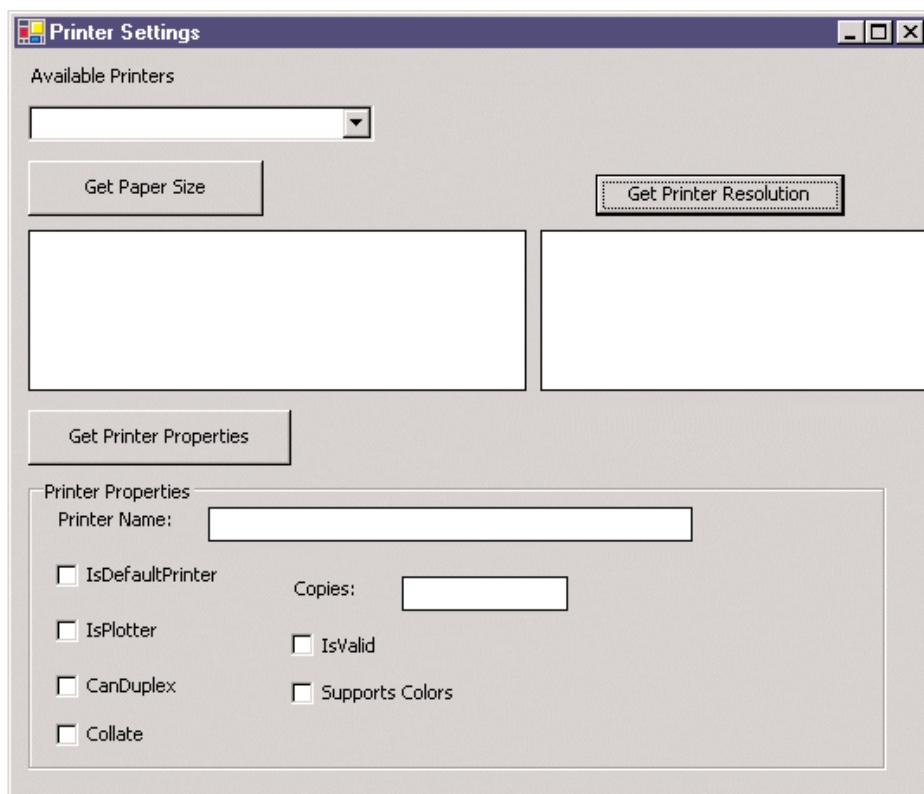


FIGURE 11.8: The printer settings form

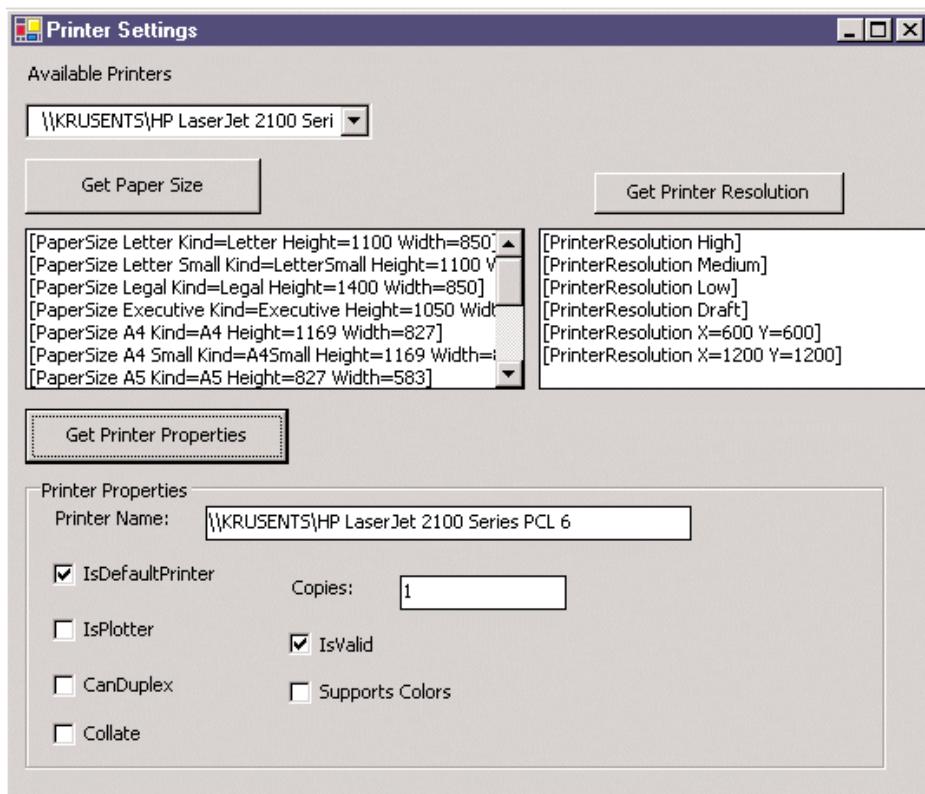


FIGURE 11.9: Reading printer properties

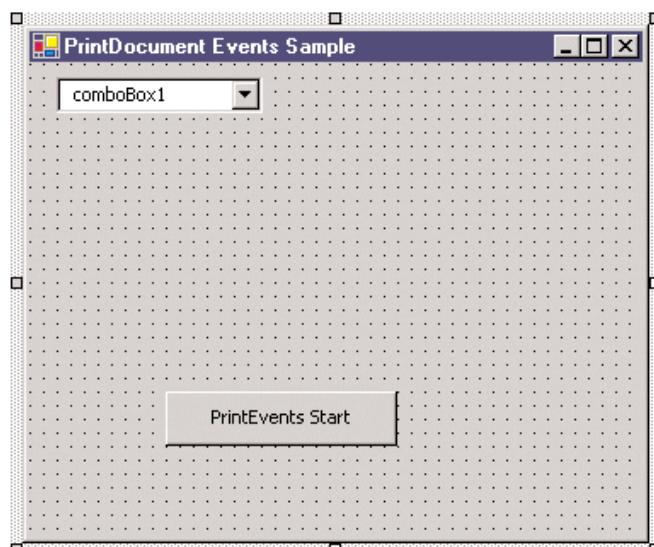


FIGURE 11.11: The print events application

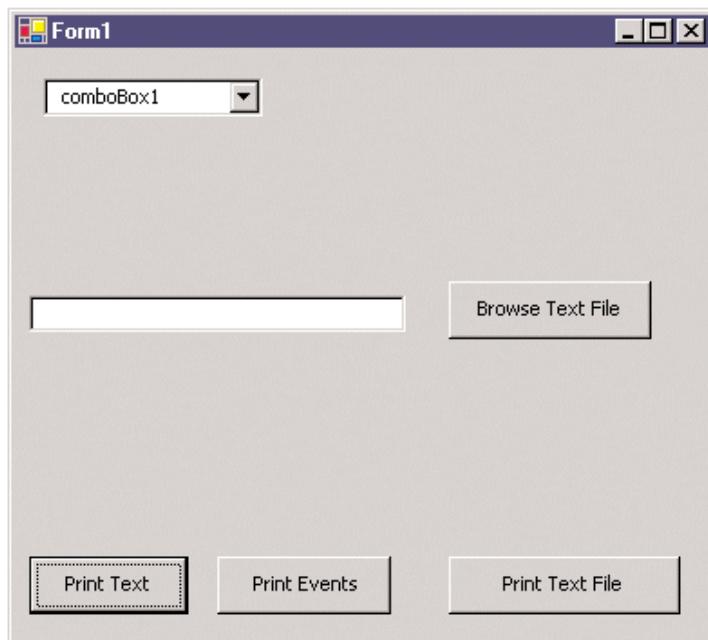


FIGURE 11.12: The form with text file printing options

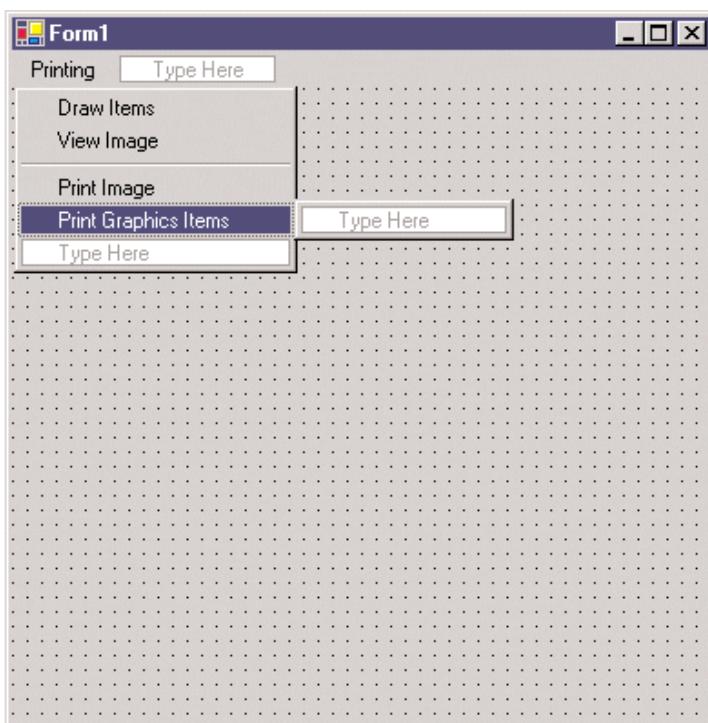


FIGURE 11.13: A graphics-printing application

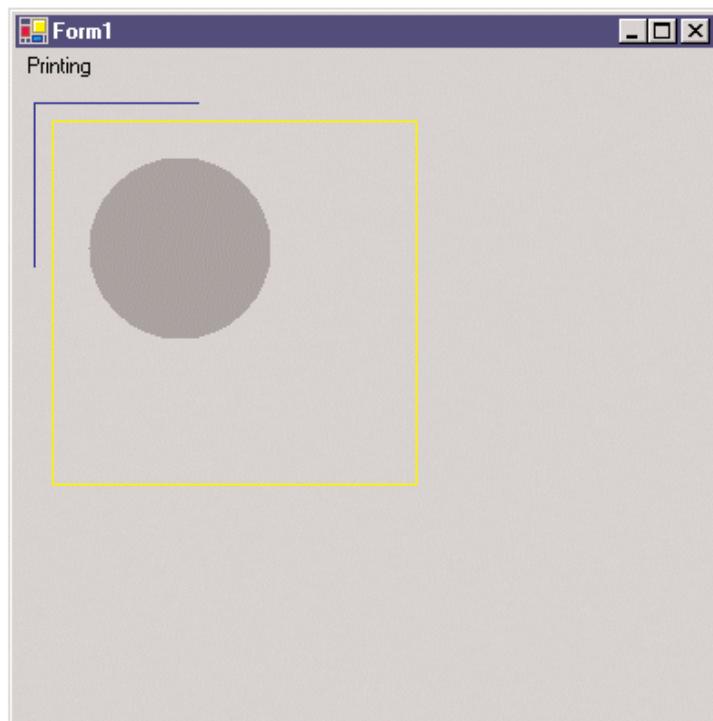


FIGURE 11.14: Drawing simple graphics items



FIGURE 11.15: Viewing an image

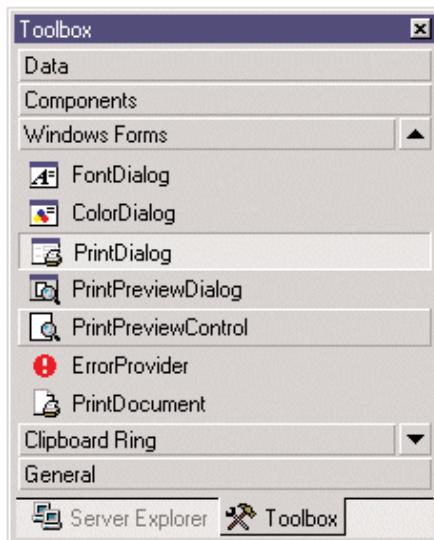


FIGURE 11.16: Print dialogs in the Visual Studio.NET toolbox

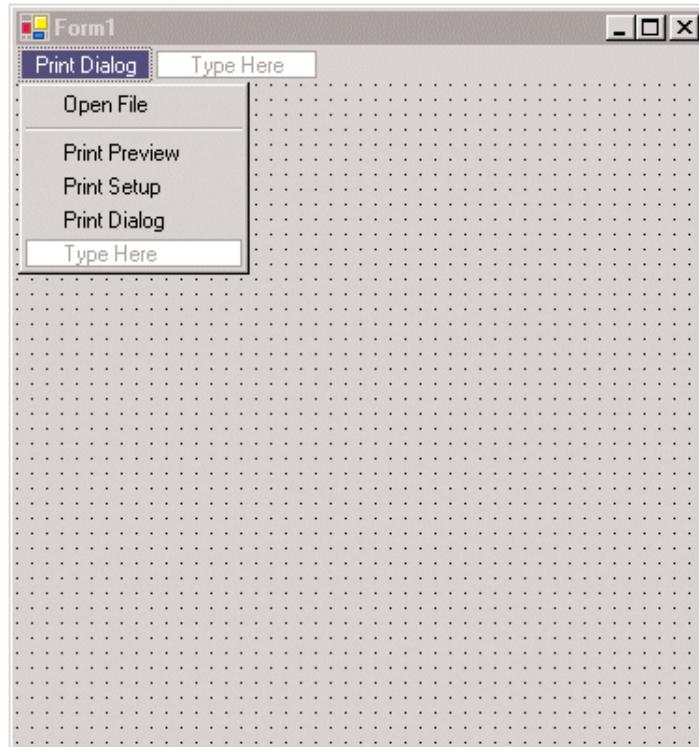


FIGURE 11.17: The print dialog application

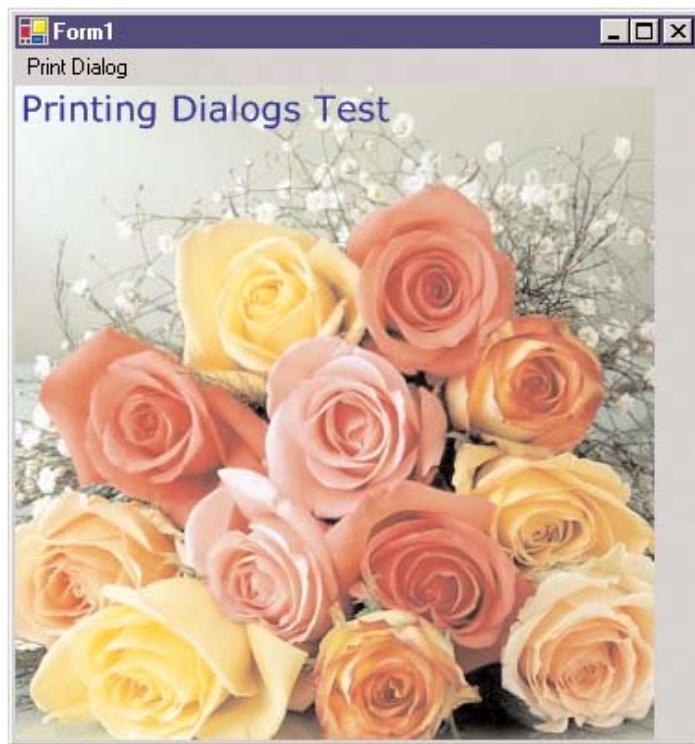


FIGURE 11.18: Viewing an image and text

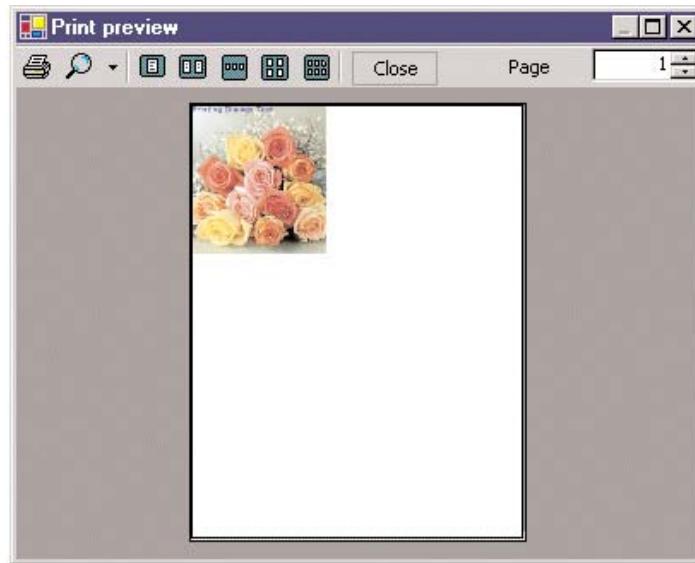


FIGURE 11.19: The print preview dialog

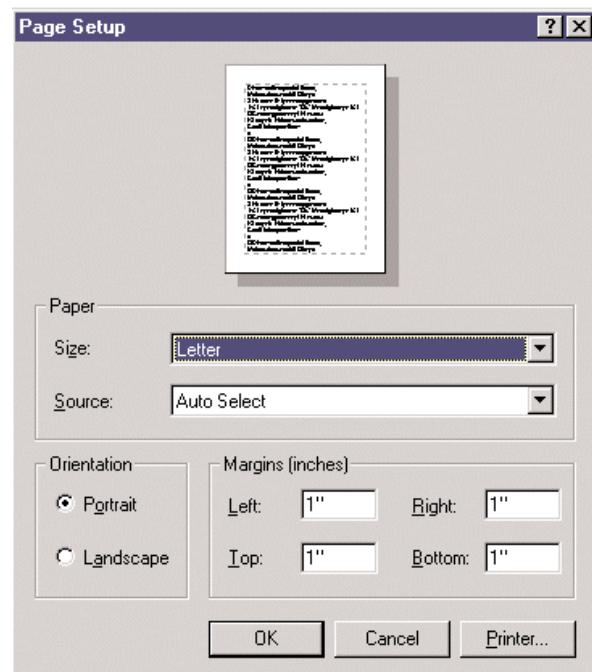


FIGURE 11.20: The page setup dialog

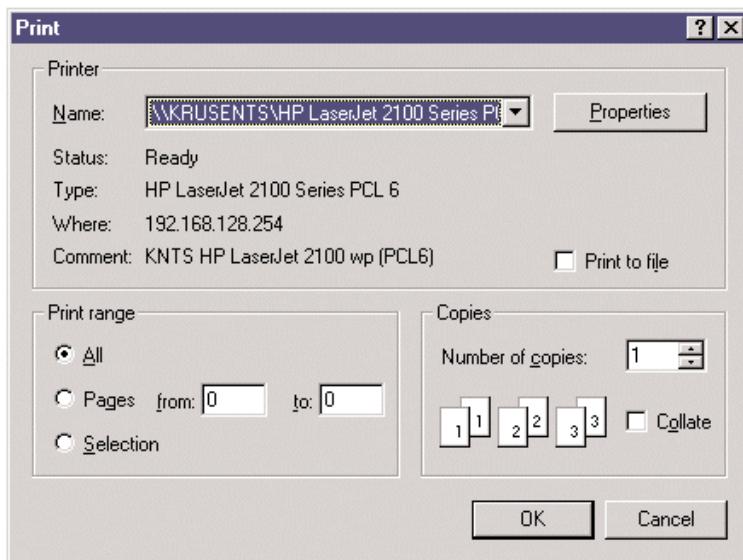


FIGURE 11.21: The print dialog

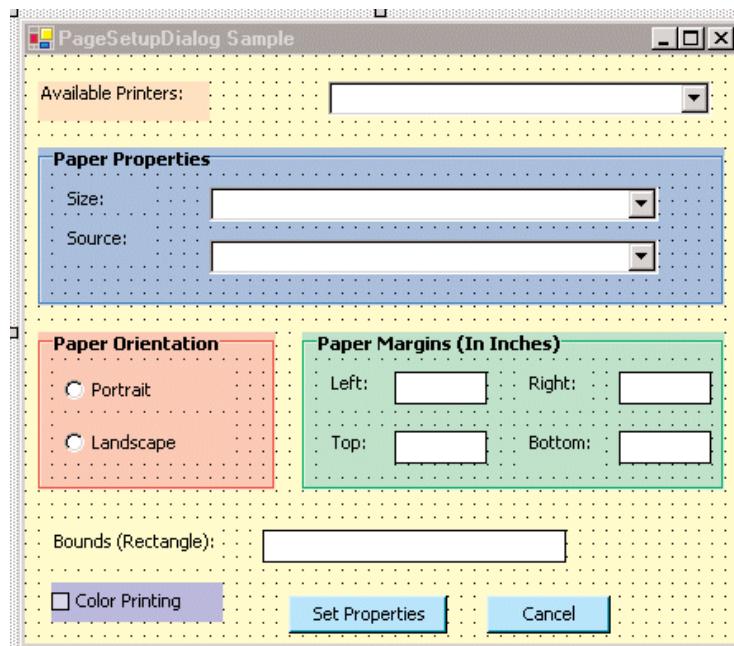
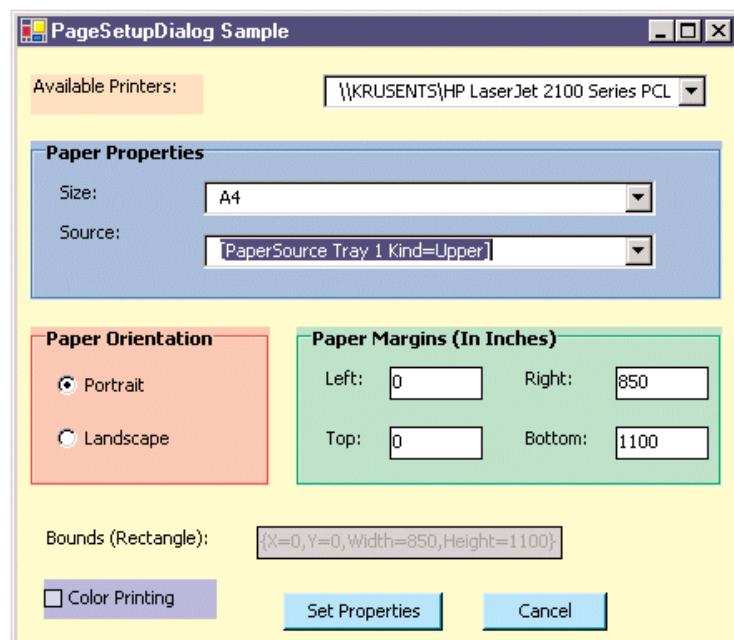


FIGURE 11.22: The custom page settings dialog



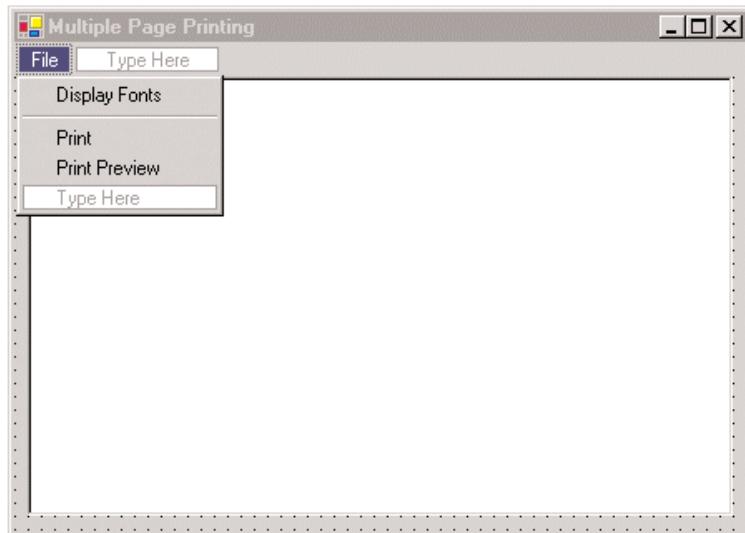


FIGURE 11.24: A form for printing multiple pages

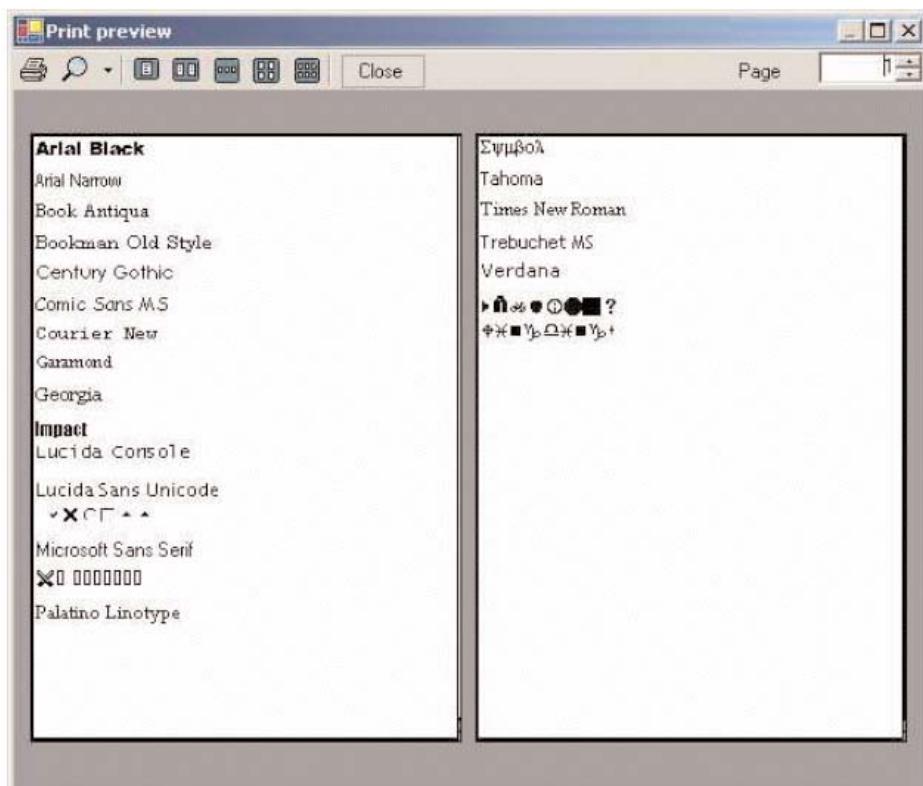


FIGURE 11.25: Print preview of multiple pages

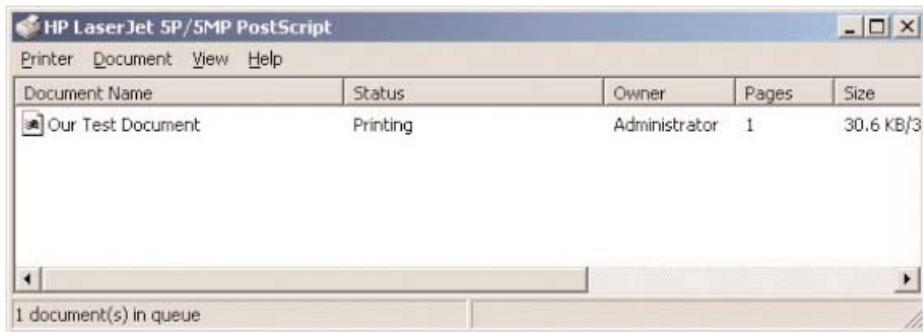


FIGURE 11.26: Setting a document name

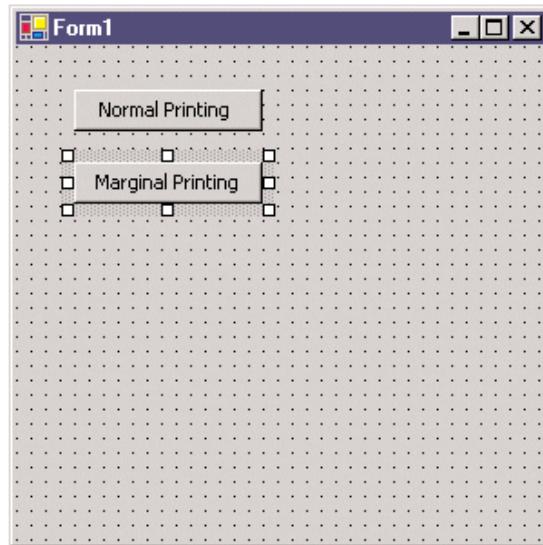


FIGURE 11.27: Marginal-printing test application

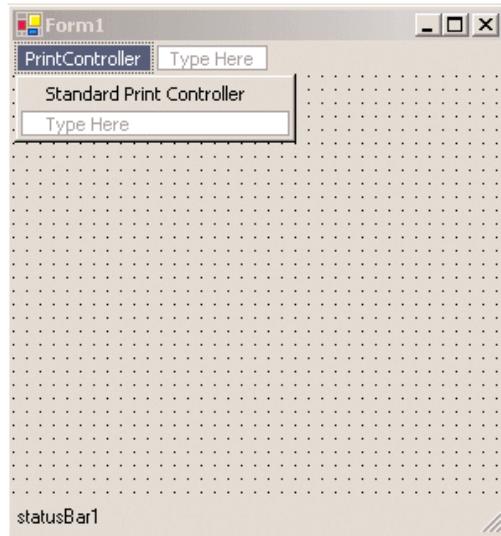


FIGURE 11.29: Print controller test form

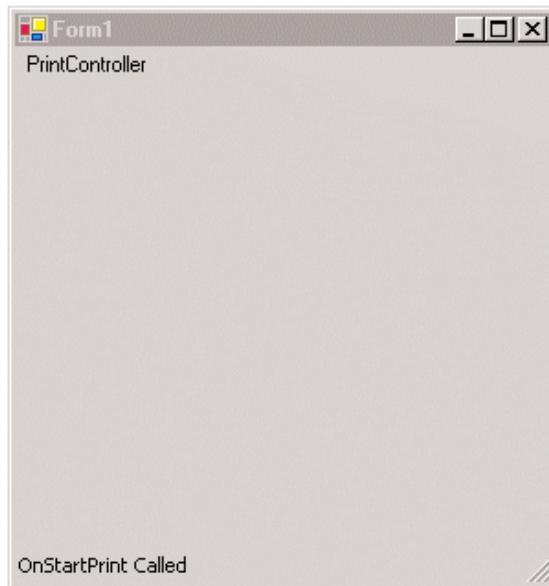


FIGURE 11.30: Print controller output

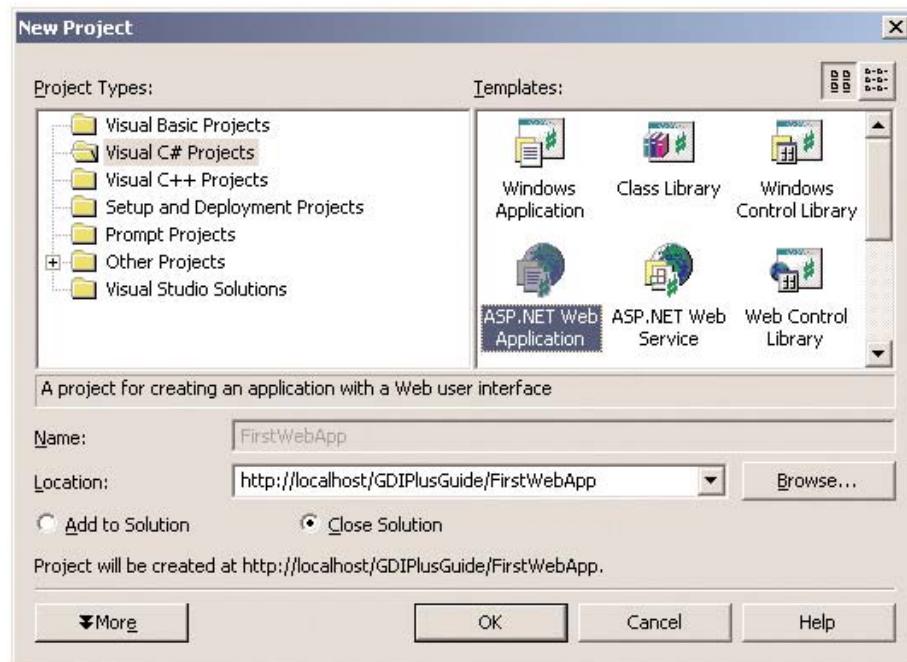
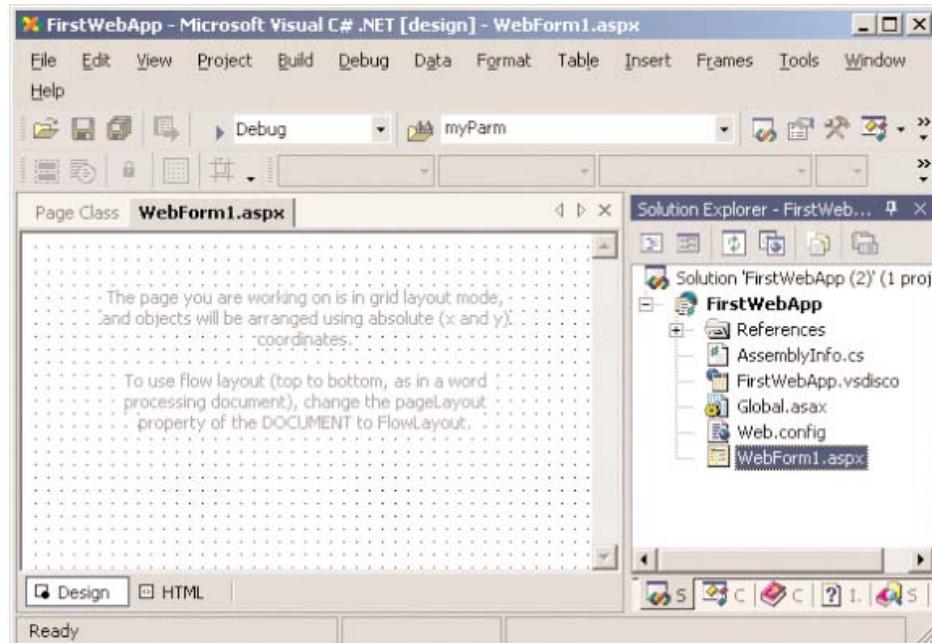


FIGURE 12.3: The FirstWebApp project



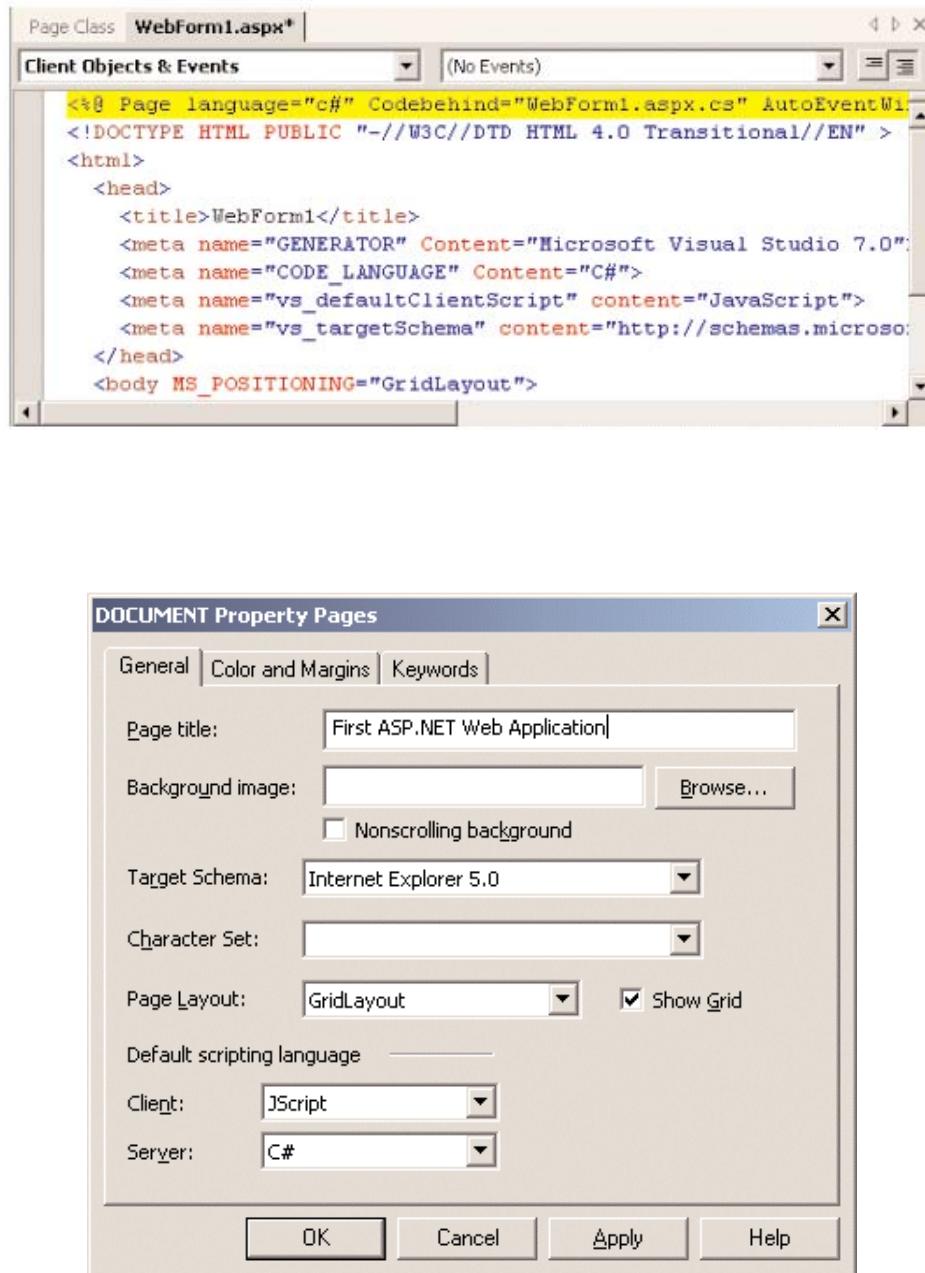
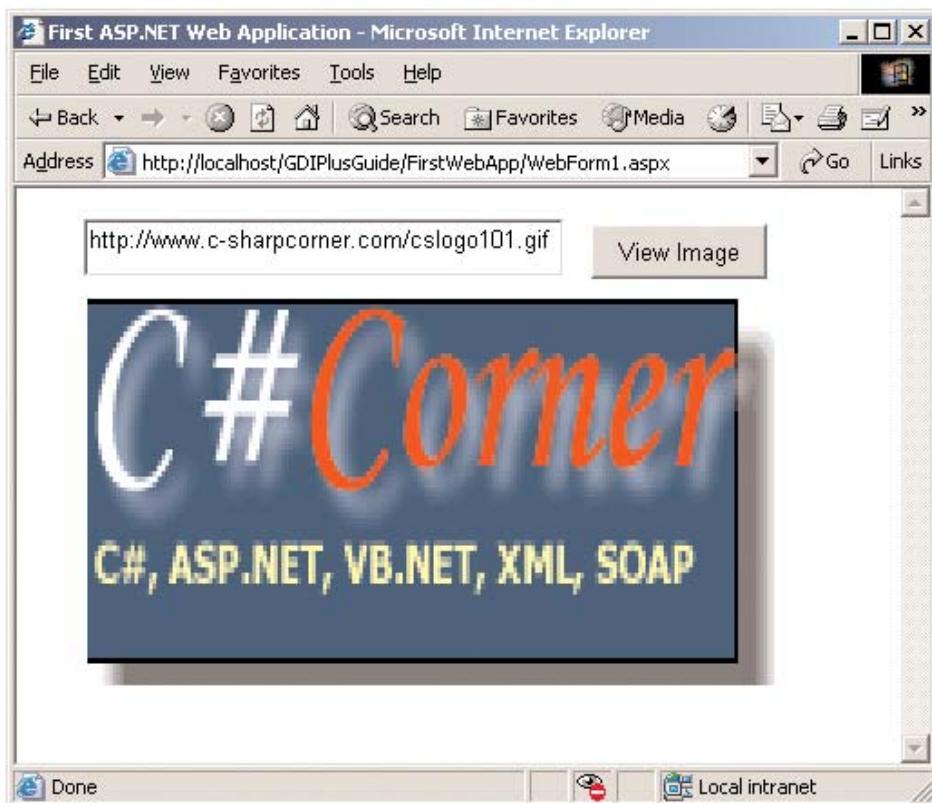
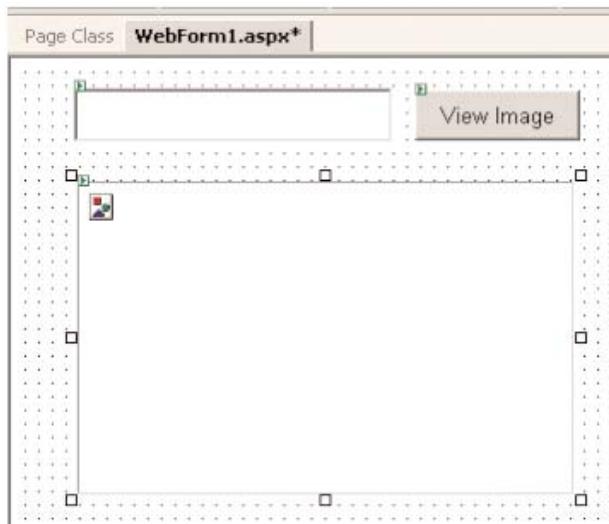


FIGURE 12.6: An ASP.NET document's page properties



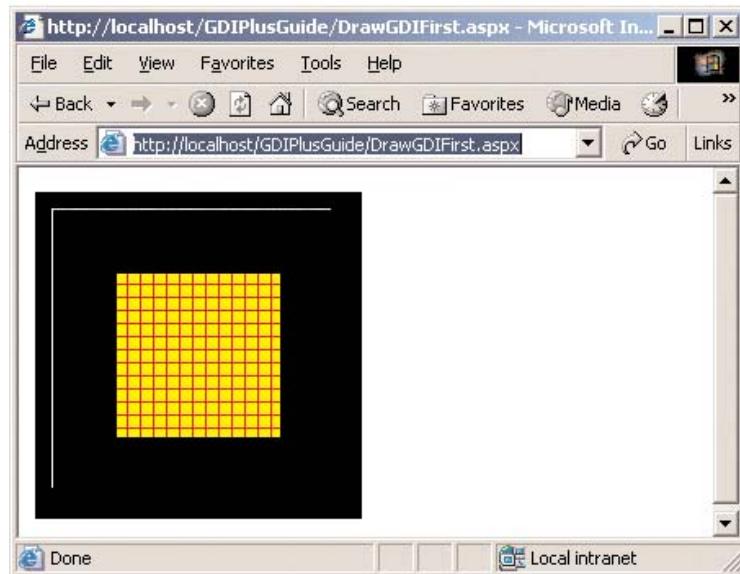


FIGURE 12.9: Drawing simple graphics objects on the Web

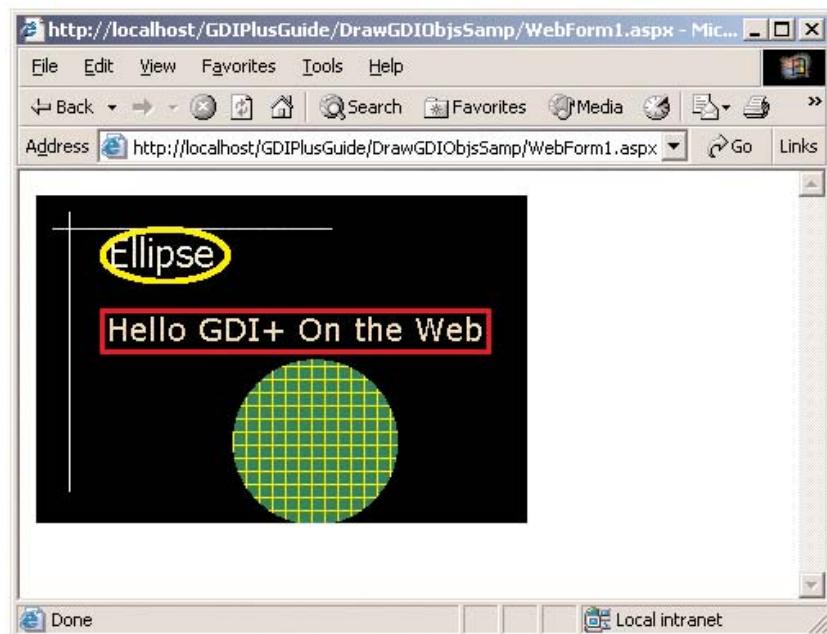


FIGURE 12.10: Drawing various graphics objects

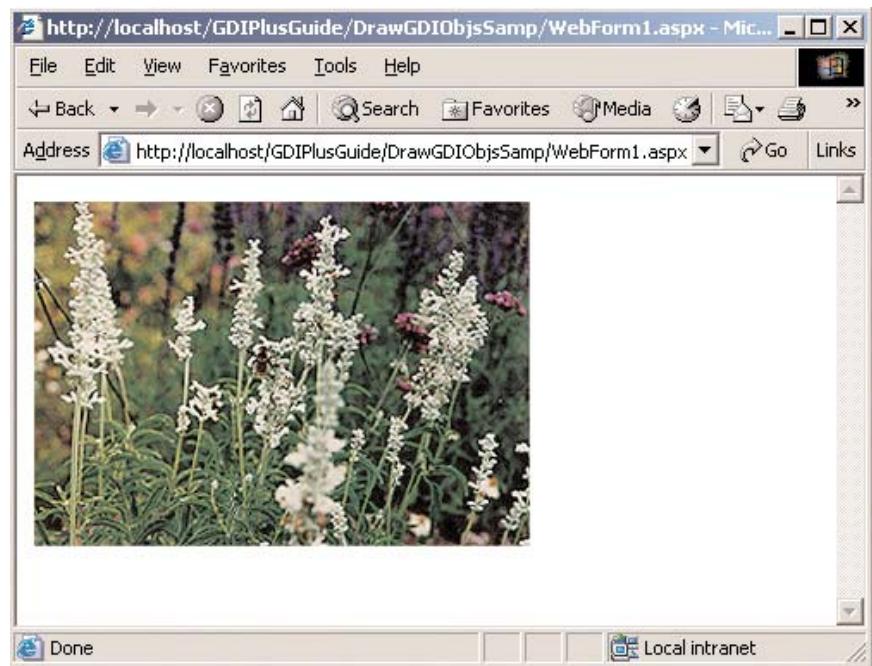


FIGURE 12.11: Drawing an image

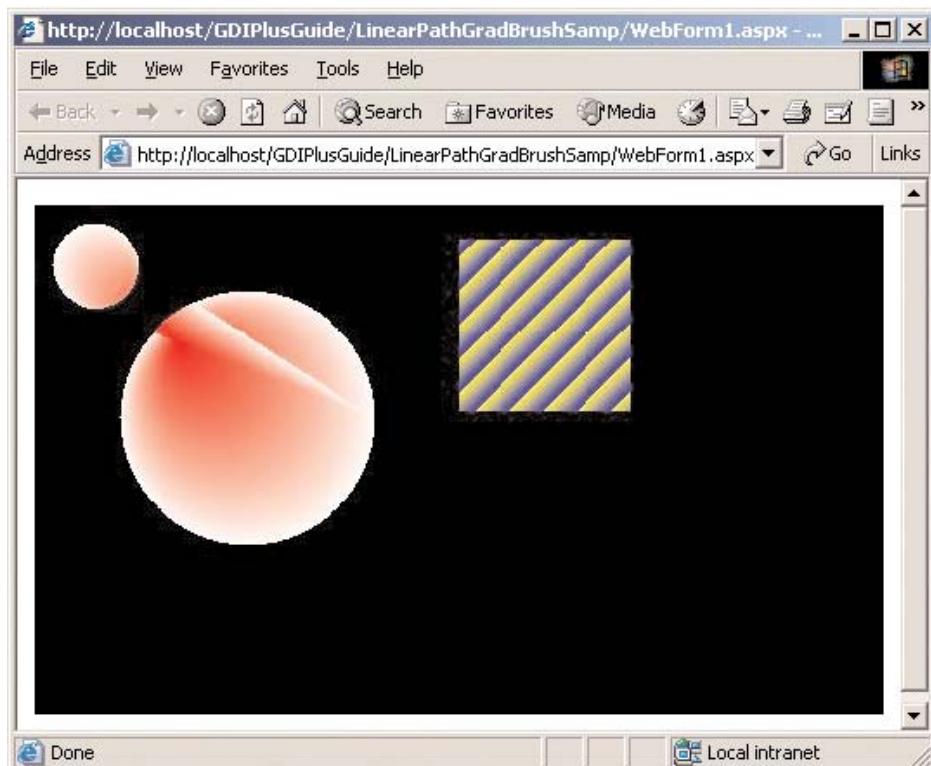


FIGURE 12.13: Drawing semitransparent objects

WebForm1 - Microsoft Internet Explorer

File Edit View Favorites Tools Help

Back Search Favorites Media Go Links

Address http://localhost/GDIPlusGuide/LineChartSamp/WebForm1.aspx

GDI+ Chart Application: Data Entry Form

	X Pos	Y Pos	Color Name
Chart Size:	400	200	gray
Point 1 Data:	20	20	Red
Point 2 Data:	100	20	Green
Point 3 Data:	150	100	Yellow
Point 4 Data:	320	110	Blue
Point 5 Data:	340	180	Pink

Draw Chart

Done Local intranet

The screenshot shows a Microsoft Internet Explorer window titled "WebForm1 - Microsoft Internet Explorer". The address bar displays the URL "http://localhost/GDIPlusGuide/LineChartSamp/WebForm1.aspx". The main content area is titled "GDI+ Chart Application: Data Entry Form". Below the title, there is a table with five rows, each representing a data point. The columns are labeled "X Pos", "Y Pos", and "Color Name". The first row is for the chart size, and the subsequent four rows are for individual data points. Each row contains three input fields: one for the X position, one for the Y position, and one for the color name. A "Draw Chart" button is located below the table. The browser interface includes standard menu bars (File, Edit, View, Favorites, Tools, Help), toolbar icons, and status bar text ("Done" and "Local intranet").

FIGURE 12.14: Entering points on a chart

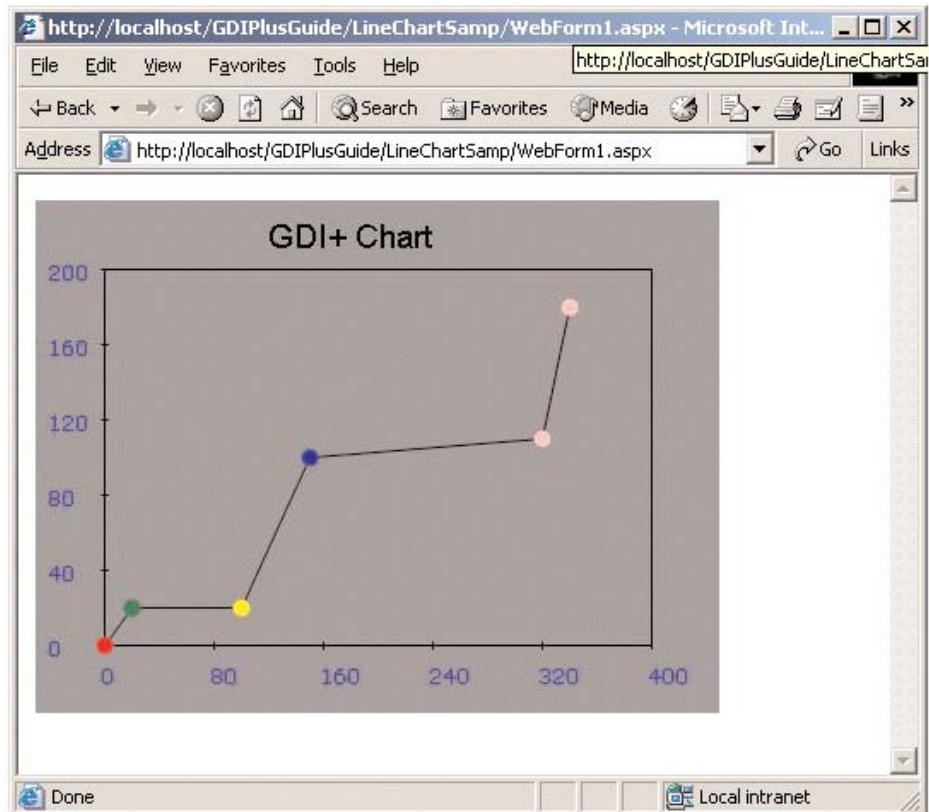


FIGURE 12.15: A line chart in ASP.NET

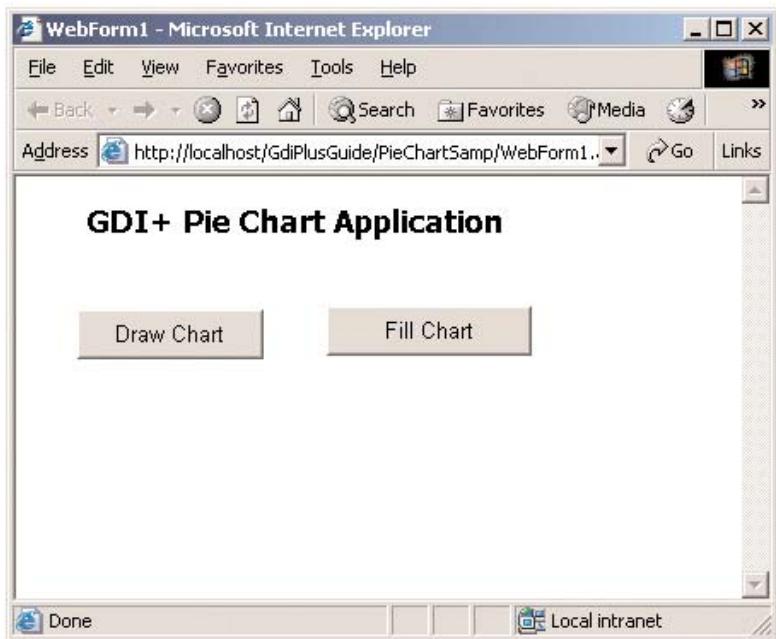


FIGURE 12.16: A pie chart–drawing application in ASP.NET

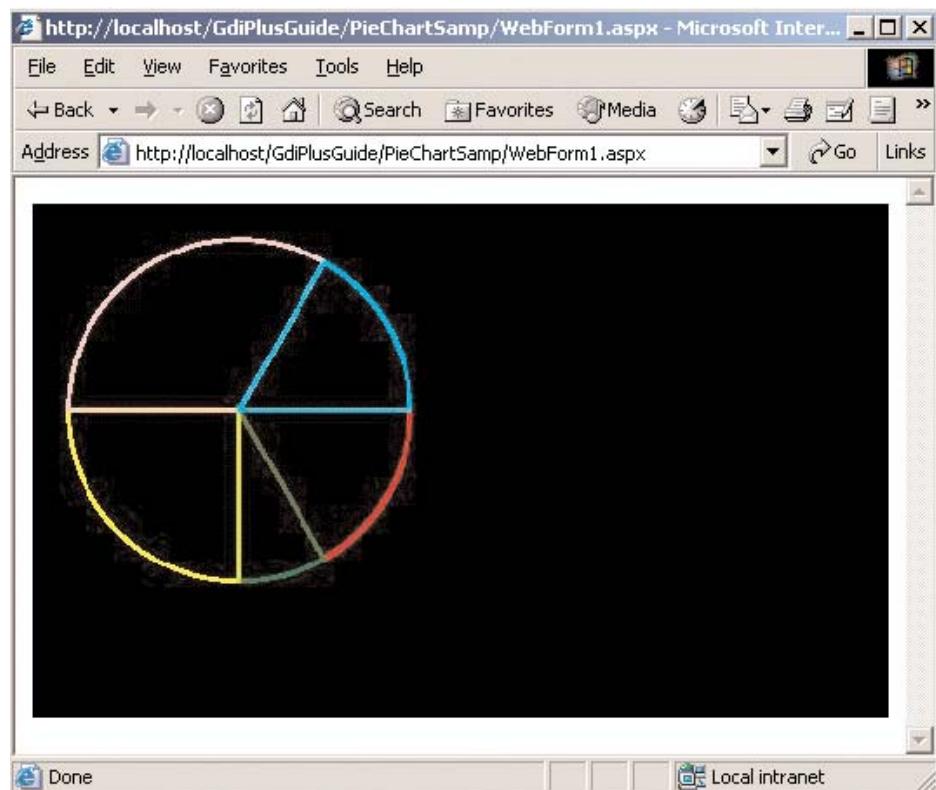


FIGURE 12.17: The Draw Chart button click in action

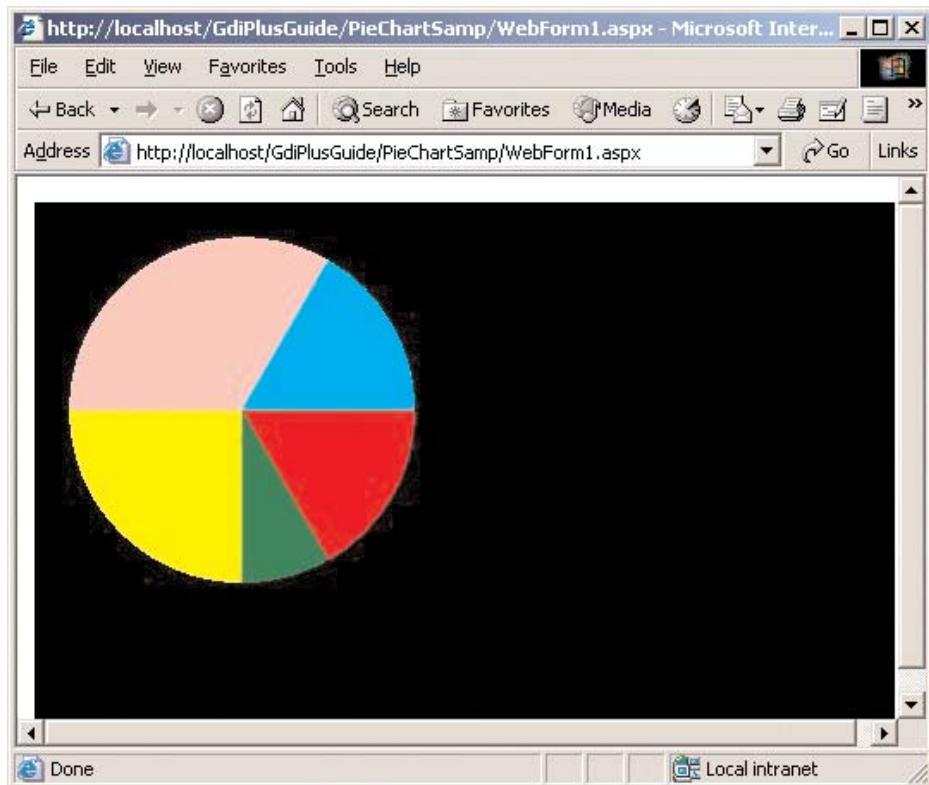


FIGURE 12.18: The Fill Chart button click in action

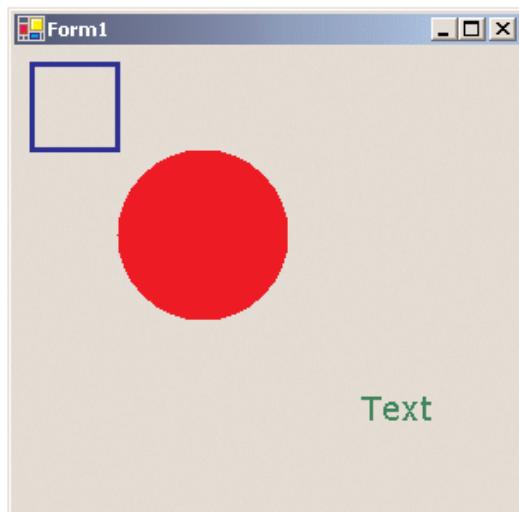


FIGURE 13.2: Drawing on a form

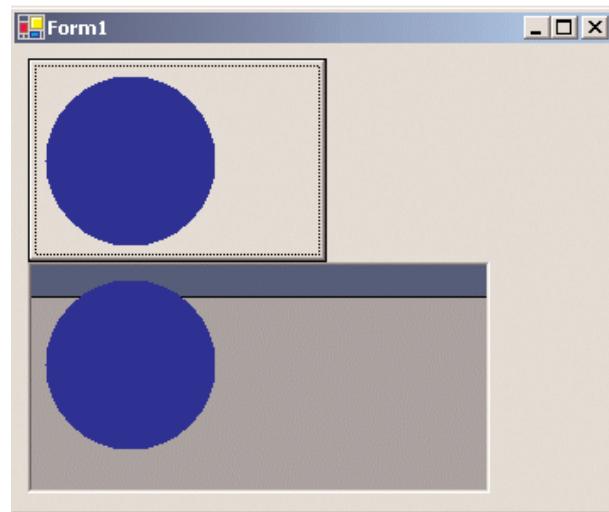


FIGURE 13.3: Drawing on Windows controls

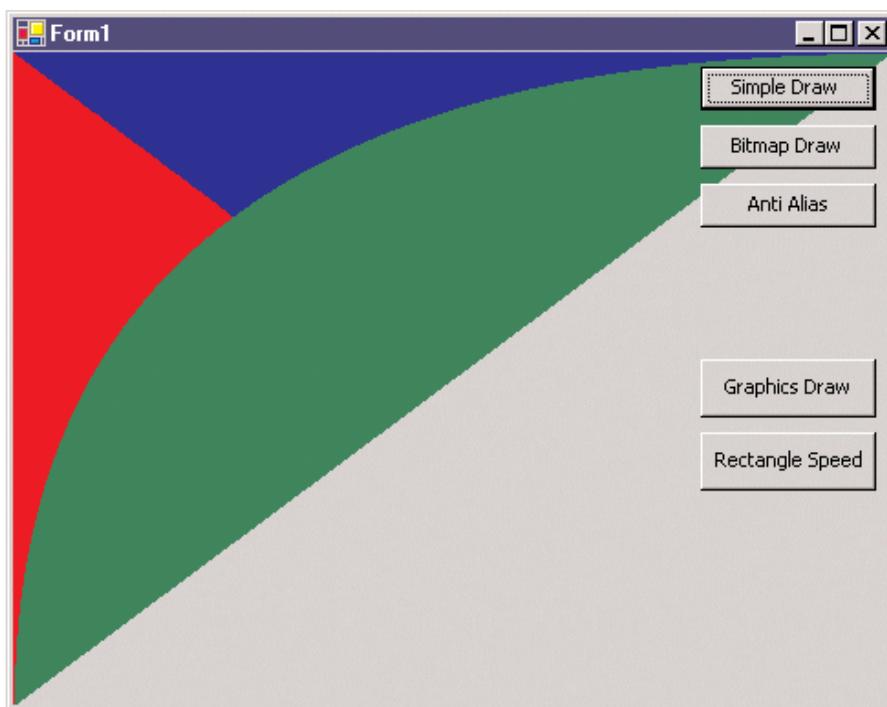


FIGURE 13.4: Drawing lines in a loop

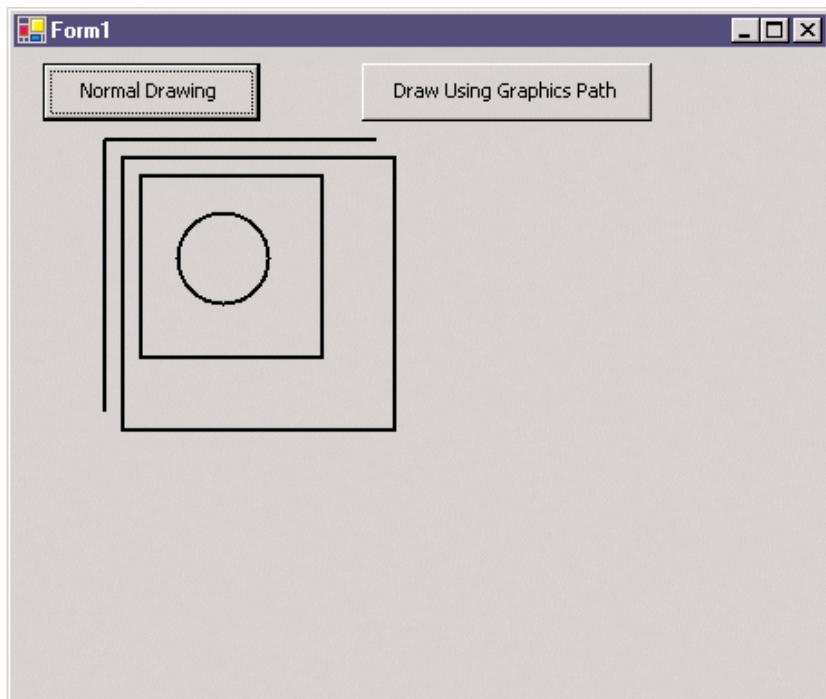


FIGURE 13.5: The same result from two different drawing methods

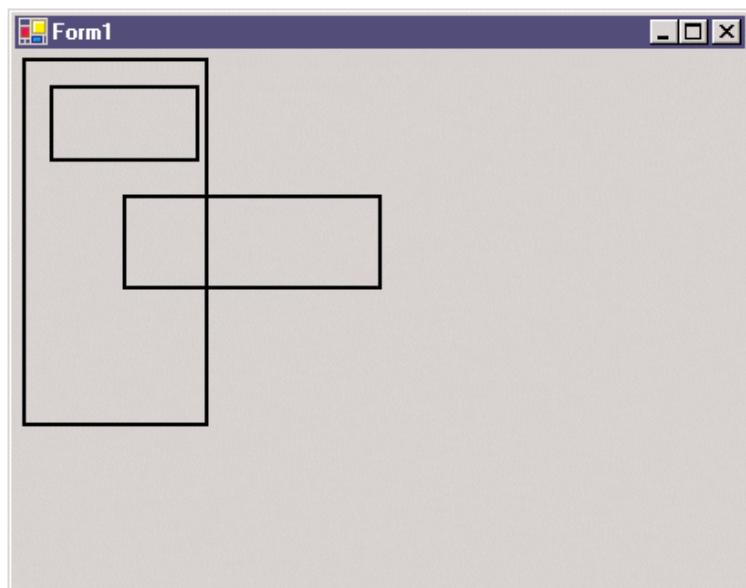




FIGURE 13.7: Using system pens and brushes

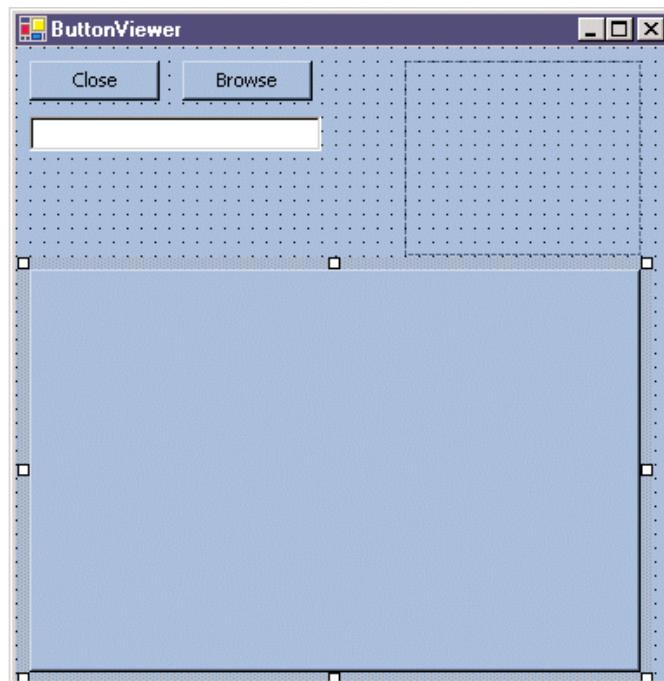


FIGURE 15.1: An interactive GUI application



FIGURE 15.2: Designing transparent controls



FIGURE 15.3: Drawing a circular form and Windows controls

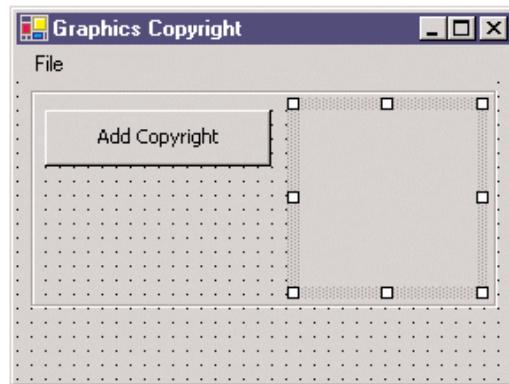


FIGURE 15.4: A graphics copyright application



FIGURE 15.5: Thumbnail view of an image

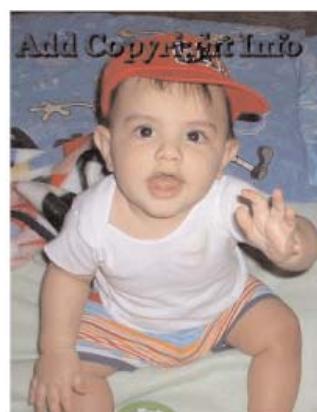


FIGURE 15.6: An image after copyright has been added to it

	Field Name	Data Type
1	UserID	AutoNumber
2	UserName	Text
3	UserEmail	Text
4	UserPhoto	OLE Object
5	UserDescription	Memo
6		
7		
8		
9		
10		

FIGURE 15.7: Users table schema

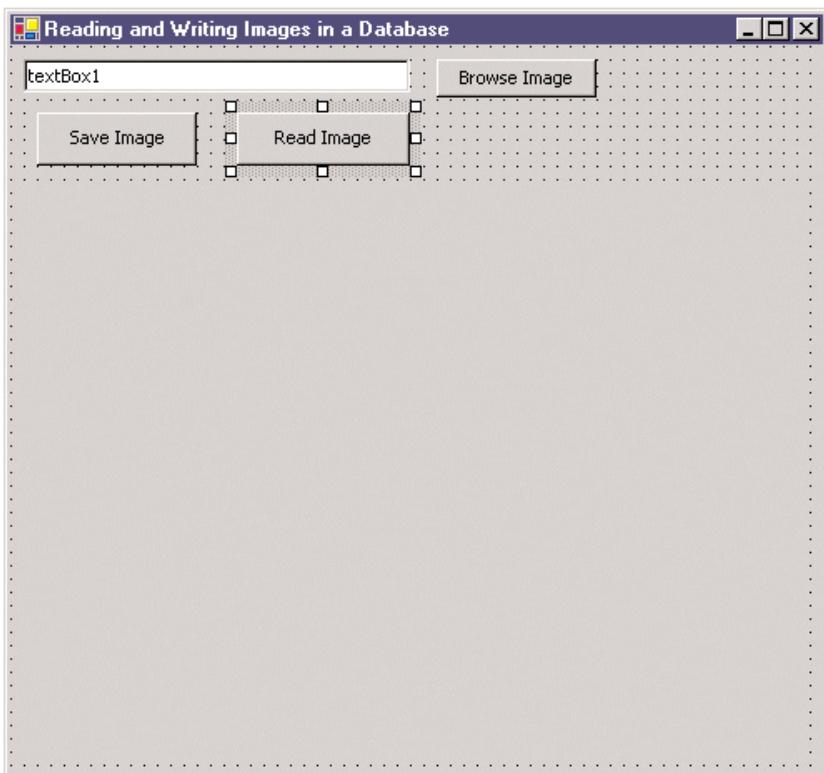
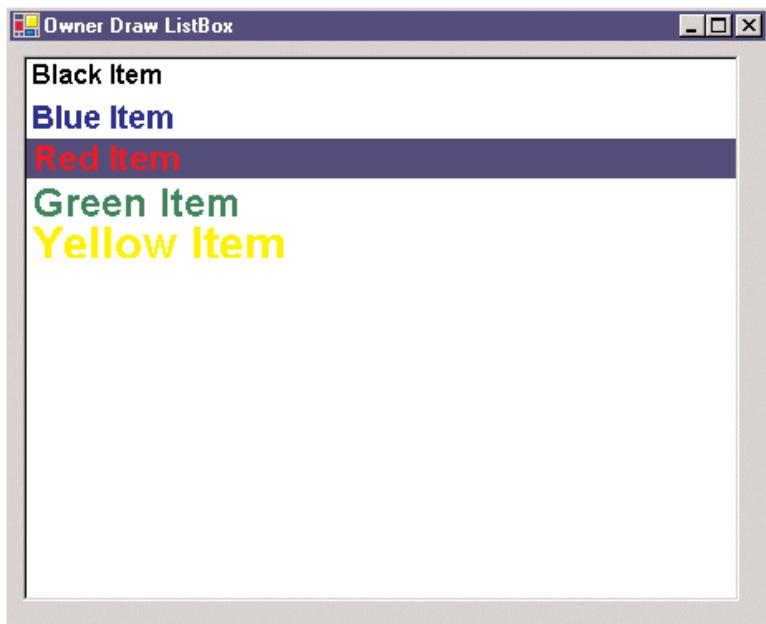


FIGURE 15.8: Reading and writing images in a database form



FIGURE 15.9: Displaying a bitmap after reading data from a database



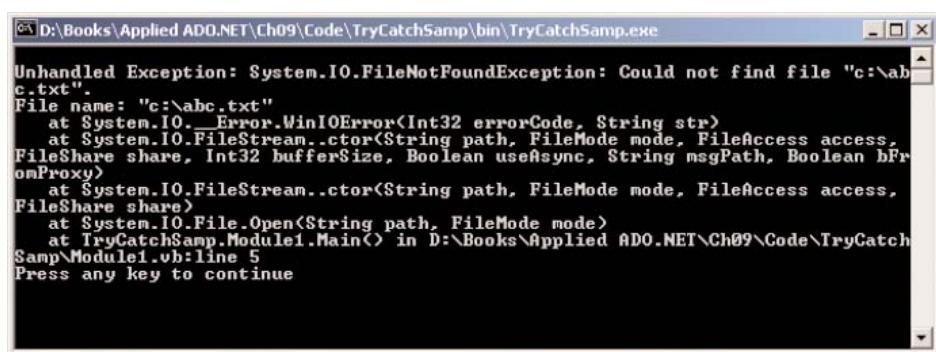


FIGURE A.1: An error generated from Listing A.1



FIGURE A.2: An exception-handled error message