To calculate the image statistics for a gray scale image, we need to do the following steps:

1. Load the image into memory and convert it to a byte array.
2. Calculate the mean gray value by summing all the pixel values and dividing by the total number of pixels.
3. Calculate the standard deviation by summing the squared difference of each pixel value from the mean, dividing by the total number of pixels, and taking the square root of the result.
4. Find the minimum and maximum gray values by looping through all the pixel values and keeping track of the smallest and largest values.
5. This class takes the path to the image file in its constructor and loads the image into memory using the **LoadImage** method. The other methods then calculate and return the mean, standard deviation, minimum, and maximum gray values using the byte array of pixel values.
6. Note that this implementation assumes that the image is a grayscale image with 8 bits per pixel (8 bpp). If the image has a different color format or bit depth, this implementation will not work correctly.

Starting from .NET Core 3.0, the **System.Drawing** namespace has been moved to a separate package called **System.Drawing.Common**. Therefore, you need to add a reference to the **System.Drawing.Common** package in your .NET 6 project.

To add the package reference in Visual Studio, you can follow these steps:

1. Right-click on your project in the Solution Explorer and select "Manage NuGet Packages".
2. Search for "System.Drawing.Common" in the NuGet Package Manager and install the package.
3. Once the package is installed, the **Bitmap** class and other types in the **System.Drawing** namespace should be available in your code.

If you're using the .NET CLI, you can add the package reference by running the following command in the project directory:

dotnet add package System.Drawing.Common

The **Marshal** class is part of the **System.Runtime.InteropServices** namespace, which provides a way to access unmanaged code from managed code. To use the **Marshal** class in your code, you need to add a **using** directive for the **System.Runtime.InteropServices** namespace at the top of your C# file:

using System.Runtime.InteropServices;

Adding this directive will enable you to use the **Marshal** class and its methods in your code without having to fully qualify the class name.