**ASE Week 3 Tutorial**

**The GDI**

In the tutorial write a Windows Form program that draws several lines and shapes onto a bitmap and then displays it using the paint method.

Make it so that for each refresh/call to the paint event method it does the drawing in a different colour.

Add to your program so that it displays the bitmap and then further draws on top of it inside the paint method.

Look up how to display two bitmaps. One on top of the other. The second bitmap should use a transparent fill, so that you can see the bitmap behind where there is a gap in it's image.