//note the managed code (initializeCompnent()) is not provided

//this is an example only. The events wouldn’t work because the handlers have not been //created (they would have been by clicking on the properties/events)

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace PaintExample

{

public partial class Form1 : Form

{

bool mouseDown = false;

Bitmap myBitmap;

public Form1()

{

InitializeComponent();

//entry point

myBitmap = new Bitmap(Size.Width, Size.Height);

Graphics g = Graphics.FromImage(myBitmap);

g.DrawEllipse(new Pen(Color.Blue,5), 50, 50, 200, 100);

}

private void Form1\_Paint(object sender, PaintEventArgs e)

{

e.Graphics.DrawImageUnscaled(myBitmap, 0, 0);

}

private void Form1\_Click(object sender, EventArgs e)

{

}

private void Form1\_MouseDown(object sender, MouseEventArgs e)

{

mouseDown = true;

}

private void Form1\_MouseUp(object sender, MouseEventArgs e)

{

mouseDown = false;

}

private void Form1\_MouseMove(object sender, MouseEventArgs e)

{

Graphics g = Graphics.FromImage(myBitmap);

if (mouseDown == true)

{

g = Graphics.FromImage(myBitmap);

g.DrawEllipse(new Pen(Color.Red, 2), 50, 50, 200, 100);

Pen myRedPen = new Pen(Color.Red, 25);

g.DrawLine(myRedPen, e.X, e.Y, e.X+1, e.Y+1);

myRedPen.Dispose();

Refresh();

}

}

}

}