namespace WinFormsApp\_Paint

{

public partial class Form1 : Form

{

Color color = Color.Black;

bool isPressed = false;

Point CurrentPoint;

Point PrevPoint;

Graphics g;

ColorDialog colorDialog = new ColorDialog();

public Form1()

{

InitializeComponent();

label2.BackColor = Color.Black;

g = panel1.CreateGraphics();

}

private void label2\_Click(object sender, EventArgs e)

{

if (colorDialog.ShowDialog() == DialogResult.OK)

{

color = colorDialog.Color;

label2.BackColor = colorDialog.Color;

}

}

private void button2\_Click(object sender, EventArgs e)

{

panel1.Refresh();

}

private void panel1\_MouseUp(object sender, MouseEventArgs e)

{

isPressed = false;

}

private void panel1\_MouseMove(object sender, MouseEventArgs e)

{

if (isPressed)

{

PrevPoint = CurrentPoint;

CurrentPoint = e.Location;

my\_Pen();

}

}

private void panel1\_MouseDown(object sender, MouseEventArgs e)

{

isPressed = true;

CurrentPoint = e.Location;

}

private void my\_Pen()

{

Pen pen = new Pen(color,(float)numericUpDown1.Value);

g.DrawLine(pen, CurrentPoint, PrevPoint);

}

}

}