

Graphics Programming with GDI+

■ Mahesh Chand

◆ Addison-Wesley

Boston • San Francisco • New York • Toronto • Montreal
London • Munich • Paris • Madrid
Capetown • Sydney • Tokyo • Singapore • Mexico City



Color Figures

- FIGURE 2.4:** *Drawing a line from point (0, 0) to point (120, 80)* 13
- FIGURE 2.5:** *Creating a Windows application* 13
- FIGURE 2.6:** *Adding a reference to System.Drawing.dll* 14
- FIGURE 2.7:** *The System.Drawing namespace in a project* 14
- FIGURE 2.8:** *Adding the Form_Paint event handler* 15
- FIGURE 2.9:** *Your first GDI+ application* 15
- FIGURE 2.10:** *Using Point to draw a line* 16
- FIGURE 2.11:** *Using PointF to draw a line* 16
- FIGURE 2.12:** *Using Rectangle to create rectangles* 17
- FIGURE 2.13:** *Using RectangleF to create rectangles* 17
- FIGURE 2.14:** *Using the Round, Truncate, Union, Inflate, Ceiling, and Intersect methods of Rectangle* 18
-
- FIGURE 3.20:** *A curve-drawing application* 18
- FIGURE 3.26:** *Drawing a polygon* 19
-
- FIGURE 4.4:** *A sample hatch brush application* 19
- FIGURE 4.5:** *The default hatch style rectangle* 20
- FIGURE 4.6:** *The LightDownwardDiagonal style with different colors* 20
- FIGURE 4.7:** *The DiagonalCross style* 21
- FIGURE 4.8:** *The texture brush application* 21
- FIGURE 4.9:** *Using texture brushes* 22
- FIGURE 4.10:** *Clamping a texture* 22
- FIGURE 4.11:** *The TileFlipY texture option* 23

- FIGURE 4.12: *A color gradient* 23
- FIGURE 4.13: *A gradient pattern with pattern repetition* 24
- FIGURE 4.14: *Our linear gradient brush application* 24
- FIGURE 4.15: *The default linear gradient brush output* 25
- FIGURE 4.16: *The Vertical linear gradient mode* 26
- FIGURE 4.17: *Using a rectangle in a linear gradient brush* 27
- FIGURE 4.18: *Using LinearGradientBrush properties* 28
- FIGURE 4.19: *Creating and using pens* 28
- FIGURE 4.20: *Displaying pen types* 29
- FIGURE 4.21: *Our pen alignment application* 29
- FIGURE 4.22: *Drawing with center pen alignment* 30
- FIGURE 4.23: *Drawing with inset pen alignment* 30
- FIGURE 4.25: *Drawing dashed lines with different cap styles* 31
- FIGURE 4.26: *Graphics shapes with cap and dash styles* 31
- FIGURE 4.27: *Rotation and scaling* 32
- FIGURE 4.30: *Transformation in path gradient brushes* 32
- FIGURE 4.31: *Using system pens and system brushes* 33
- FIGURE 4.32: *GDI+Painter with pen and brush support* 33
- FIGURE 4.33: *GDI+Painter in action* 34

- FIGURE 5.1: *Creating colors using different methods* 34
- FIGURE 5.2: *Getting brightness, hue, and saturation components of a color* 35

- FIGURE 5.3: *Using system colors to draw graphics objects* 35
- FIGURE 5.4: *Converting colors* 36
- FIGURE 5.11: *Getting line spacing, ascent, descent, free (extra) space, and height of a font* 36
- FIGURE 5.12: *Using the FromHFont method* 36
- FIGURE 5.14: *Alignment and trimming options* 37
- FIGURE 5.15: *Drawing tabbed text on a form* 37
- FIGURE 5.16: *Using FormatFlags to draw vertical and right-to-left text* 38

- FIGURE 5.18: *Using a private font collection* 38
- FIGURE 5.20: *Drawing text on a form* 39
- FIGURE 5.21: *Using ScaleTransform to scale text* 39

- FIGURE 5.22:** *Using RotateTransform to rotate text* 40
- FIGURE 5.23:** *Using TranslateTransform to translate text* 40
-
- FIGURE 6.3:** *Using Rectangle methods* 41
- FIGURE 6.4:** *Hit test using the Contains method* 41
- FIGURE 6.10:** *Bounds of an infinite region* 42
- FIGURE 6.12:** *Using Clip methods* 42
- FIGURE 6.13:** *Using TranslateClip* 43
- FIGURE 6.18:** *Client and nonclient areas of a form* 43
- FIGURE 6.19:** *A nonrectangular form and controls* 44
- FIGURE 6.20:** *The nonrectangular forms application* 44
- FIGURE 6.21:** *A circular form* 45
- FIGURE 6.22:** *A triangular form* 45
-
- FIGURE 7.1:** *A zoomed raster image* 46
- FIGURE 7.2:** *A zoomed vector image* 46
- FIGURE 7.3:** *A simple image viewer application* 47
- FIGURE 7.4:** *Browsing a file* 47
- FIGURE 7.5:** *Viewing an image* 48
- FIGURE 7.6:** *Reading the properties of an image* 48
- FIGURE 7.7:** *A thumbnail image* 49
- FIGURE 7.8:** *Rotate menu items* 49
- FIGURE 7.9:** *Flip menu items* 49
- FIGURE 7.10:** *An image with default settings* 50
- FIGURE 7.11:** *The image of figure 7.10, rotated 90 degrees* 50
- FIGURE 7.12:** *The image of Figure 7.10, rotated 180 degrees* 51
- FIGURE 7.13:** *The image of Figure 7.10, rotated 270 degrees* 51
- FIGURE 7.14:** *The image of Figure 7.10, flipped in the x direction* 52
- FIGURE 7.15:** *The image of Figure 7.10, flipped in the y direction* 52
- FIGURE 7.16:** *The image of Figure 7.10, flipped in both the x and the y directions* 53
- FIGURE 7.17:** *Fit menu items* 53
- FIGURE 7.18:** *An image in ImageViewer* 54
- FIGURE 7.19:** *The image of Figure 7.18 after Fit Width* 54
- FIGURE 7.20:** *The image of Figure 7.18 after Fit Height* 55

- FIGURE 7.21:** *The image of Figure 7.18 after Fit Original* 55
- FIGURE 7.22:** *The image of Figure 7.18 after Fit All* 56
- FIGURE 7.23:** *Zoom menu items* 56
- FIGURE 7.24:** *An image in ImageViewer* 57
- FIGURE 7.25:** *The image of Figure 7.24 with 25 percent zoom* 57
- FIGURE 7.26:** *The image of Figure 7.24 with 50 percent zoom* 57
- FIGURE 7.27:** *The image of Figure 7.24 with 200 percent zoom* 58
- FIGURE 7.28:** *The image of Figure 7.24 with 500 percent zoom* 58
- FIGURE 7.29:** *An animated image with three frames* 58
- FIGURE 7.30:** *An image animation example* 59
- FIGURE 7.31:** *The first frame of an animated image* 59
- FIGURE 7.32:** *The second frame of an animated image* 60
- FIGURE 7.33:** *A bitmap example* 60
- FIGURE 7.34:** *Changing the pixel colors of a bitmap* 61
- FIGURE 7.35:** *Viewing icons* 61
- FIGURE 7.36:** *A skewing application* 62
- FIGURE 7.37:** *Normal view of an image* 62
- FIGURE 7.38:** *Skewed image* 63
- FIGURE 7.39:** *Drawing transparent graphics objects* 63
- FIGURE 7.40:** *Drawing multiple images* 64
- FIGURE 7.41:** *Viewing an image in a picture box* 64
- FIGURE 7.42:** *Saving images with different sizes* 65
- FIGURE 7.43:** *New image, with width of 200 and height of 200* 66
-
- FIGURE 8.1:** *Using `BitmapData` to set grayscale* 66
- FIGURE 8.2:** *Changing the pixel format of a partial bitmap* 67
- FIGURE 8.3:** *Viewing a metafile* 67
- FIGURE 8.4:** *A metafile created programmatically* 68
- FIGURE 8.5:** *Reading metafile records* 68
- FIGURE 8.6:** *Reading metafile header attributes* 68
- FIGURE 8.7:** *Applying a color remap table* 69
- FIGURE 8.8:** *Wrapping images* 69
- FIGURE 8.9:** *Drawing semitransparent images* 70
- FIGURE 8.10:** *Applying `SetGamma` and `SetColorKey`* 70
- FIGURE 8.11:** *Using the `SetNoOp` method* 70

- FIGURE 9.4:** *Reading line caps* 71
- FIGURE 9.5:** *Reading line dash styles* 71
- FIGURE 9.6:** *Getting line dash caps* 71
- FIGURE 9.7:** *A rectangle, an ellipse, and a curve with different line styles* 72
- FIGURE 9.8:** *A line with custom caps* 72
- FIGURE 9.9:** *The line join test application* 73
- FIGURE 9.10:** *The Bevel line join effect* 73
- FIGURE 9.11:** *The Miter line join effect* 74
- FIGURE 9.12:** *The Round line join effect* 74
- FIGURE 9.13:** *Customized starting and ending caps* 74
- FIGURE 9.14:** *Setting customized starting and ending caps* 75
- FIGURE 9.15:** *Adjustable arrow caps* 75
- FIGURE 9.16:** *A simple graphics path* 75
- FIGURE 9.17:** *A filled graphics path* 76
- FIGURE 9.18:** *A shaped form* 76
- FIGURE 9.19:** *Three subpaths* 77
- FIGURE 9.20:** *Nested containers* 77
- FIGURE 9.21:** *Drawing with different PageUnit values* 78
- FIGURE 9.22:** *Saving and restoring graphics states* 78
- FIGURE 9.23:** *Using graphics containers to draw text* 79
- FIGURE 9.24:** *Using graphics containers to draw shapes* 79
- FIGURE 9.25:** *Reading the metadata of a bitmap* 79
- FIGURE 9.26:** *Color blending examples* 80
- FIGURE 9.27:** *Transparent graphics shapes in an image using alpha blending* 80
- FIGURE 9.28:** *Mixed blending effects* 81
- FIGURE 9.29:** *Using linear gradient brushes* 81
- FIGURE 9.30:** *Using a rectangle in the linear gradient brush* 81
- FIGURE 9.31:** *Using the SetBlendTriangularShape method* 82
- FIGURE 9.32:** *Using the SetSigmaBellShape method* 82
- FIGURE 9.33:** *Comparing the effects of SetBlendTriangularShape and SetSigmaBellShape* 83
- FIGURE 9.34:** *Setting the center of a gradient* 84
- FIGURE 9.35:** *A multicolor gradient* 85
- FIGURE 9.36:** *Using blending in a linear gradient brush* 85
- FIGURE 9.37:** *Blending using PathGradientBrush* 86

- FIGURE 9.38:** *Setting the focus scale* 86
- FIGURE 9.39:** *Blending multiple colors* 87
- FIGURE 9.40:** *Using the `InterpolationColors` property of `PathGradientBrush`* 87
- FIGURE 9.41:** *Multicolor blending using `PathGradientBrush`* 88
- FIGURE 9.42:** *Drawing semitransparent graphics shapes* 88
- FIGURE 9.43:** *Drawing semitransparent shapes on an image* 89
- FIGURE 9.44:** *Using `CompositingMode.SourceOver`* 89
- FIGURE 9.45:** *Blending with `CompositingMode.SourceCopy`* 90
- FIGURE 9.46:** *A mixed blending example* 90
- FIGURE 9.47:** *Drawing with `SmoothingMode` set to `Default`* 91
- FIGURE 9.48:** *Drawing with `SmoothingMode` set to `AntiAlias`* 91
-
- FIGURE 10.1:** *Steps in the transformation process* 92
- FIGURE 10.2:** *Transformation stages* 92
- FIGURE 10.3:** *Drawing a line from point (0, 0) to point (120, 80)* 92
- FIGURE 10.4:** *Drawing a line from point (0, 0) to point (120, 80) with origin (50, 40)* 93
- FIGURE 10.5:** *Drawing with the `GraphicsUnit.Inch` option* 93
- FIGURE 10.6:** *Drawing with the `GraphicsUnit.Inch` option and a pixel width* 94
- FIGURE 10.7:** *Combining page and device coordinates* 94
- FIGURE 10.8:** *Drawing a line and filling a rectangle* 95
- FIGURE 10.9:** *Rotating graphics objects* 95
- FIGURE 10.10:** *Using the `RotateAt` method* 96
- FIGURE 10.11:** *Resetting a transformation* 96
- FIGURE 10.12:** *Scaling a rectangle* 97
- FIGURE 10.13:** *Shearing a rectangle* 97
- FIGURE 10.14:** *Translating a rectangle* 98
- FIGURE 10.15:** *Composite transformation* 98
- FIGURE 10.16:** *Local transformation* 99
- FIGURE 10.17:** *Rotating images* 99
- FIGURE 10.18:** *Scaling images* 100
- FIGURE 10.19:** *Translating images* 100
- FIGURE 10.20:** *Shearing images* 101

- FIGURE 10.24:** *Translating colors* 101
- FIGURE 10.25:** *Scaling colors* 102
- FIGURE 10.26:** *Shearing colors* 102
- FIGURE 10.29:** *Rotating colors* 103
- FIGURE 10.30:** *Using the transformation matrix to transform text* 103
- FIGURE 10.31:** *Using the transformation matrix to shear text* 104
- FIGURE 10.32:** *Using the transformation matrix to reverse text* 104
- FIGURE 10.33:** *Scale → Rotate → Translate composite transformation* 105
- FIGURE 10.34:** *Translate → Rotate → Scale composite transformation with Append* 105
- FIGURE 10.35:** *Translate → Rotate → Scale composite transformation with Prepend* 106
-
- FIGURE 11.6:** *Creating a Windows application* 106
- FIGURE 11.7:** *Your first printing application* 107
- FIGURE 11.8:** *The printer settings form* 107
- FIGURE 11.9:** *Reading printer properties* 108
- FIGURE 11.11:** *The print events application* 108
- FIGURE 11.12:** *The form with text file printing options* 109
- FIGURE 11.13:** *A graphics-printing application* 109
- FIGURE 11.14:** *Drawing simple graphics items* 110
- FIGURE 11.15:** *Viewing an image* 111
- FIGURE 11.16:** *Print dialogs in the Visual Studio.NET toolbox* 111
- FIGURE 11.17:** *The print dialog application* 112
- FIGURE 11.18:** *Viewing an image and text* 113
- FIGURE 11.19:** *The print preview dialog* 113
- FIGURE 11.20:** *The page setup dialog* 114
- FIGURE 11.21:** *The print dialog* 114
- FIGURE 11.22:** *The custom page settings dialog* 115
- FIGURE 11.23:** *The PageSetupDialog sample in action* 115
- FIGURE 11.24:** *A form for printing multiple pages* 116
- FIGURE 11.25:** *Print preview of multiple pages* 116
- FIGURE 11.26:** *Setting a document name* 117
- FIGURE 11.27:** *Marginal-printing test application* 117
- FIGURE 11.29:** *Print controller test form* 118

- FIGURE 11.30:** *Print controller output* 118
- FIGURE 12.3:** *The FirstWebApp project* 119
- FIGURE 12.4:** *The default WebForm1.aspx page* 119
- FIGURE 12.5:** *The HTML view of WebForm1.aspx* 120
- FIGURE 12.6:** *An ASP.NET document's page properties* 120
- FIGURE 12.7:** *The WebForm1.aspx design mode after the addition of Web Forms controls* 121
- FIGURE 12.8:** *Viewing an image in an Image control* 121
- FIGURE 12.9:** *Drawing simple graphics objects on the Web* 122
- FIGURE 12.10:** *Drawing various graphics objects* 122
- FIGURE 12.11:** *Drawing an image* 123
- FIGURE 12.12:** *Using LinearGradientBrush and PathGradientBrush* 124
- FIGURE 12.13:** *Drawing semitransparent objects* 124
- FIGURE 12.14:** *Entering points on a chart* 125
- FIGURE 12.15:** *A line chart in ASP.NET* 126
- FIGURE 12.16:** *A pie chart—drawing application in ASP.NET* 127
- FIGURE 12.17:** *The Draw Chart button click in action* 128
- FIGURE 12.18:** *The Fill Chart button click in action* 129
- FIGURE 13.2:** *Drawing on a form* 129
- FIGURE 13.3:** *Drawing on Windows controls* 130
- FIGURE 13.4:** *Drawing lines in a loop* 130
- FIGURE 13.5:** *The same result from two different drawing methods* 131
- FIGURE 13.6:** *Using DrawRectangle to draw rectangles* 131
- FIGURE 13.7:** *Using system pens and brushes* 132
- FIGURE 15.1:** *An interactive GUI application* 132
- FIGURE 15.2:** *Designing transparent controls* 133
- FIGURE 15.3:** *Drawing a circular form and Windows controls* 133
- FIGURE 15.4:** *A graphics copyright application* 134
- FIGURE 15.5:** *Thumbnail view of an image* 134
- FIGURE 15.6:** *An image after copyright has been added to it* 134
- FIGURE 15.7:** *Users table schema* 135

- FIGURE 15.8:** *Reading and writing images in a database form* 135
- FIGURE 15.9:** *Displaying a bitmap after reading data from a database* 136
- FIGURE 15.10:** *An owner-drawn ListBox control* 137
- FIGURE 15.11:** *An owner-drawn ListBox control with images* 138
-
- FIGURE A.1:** *An error generated from Listing A.1* 138
- FIGURE A.2:** *An exception-handled error message* 139

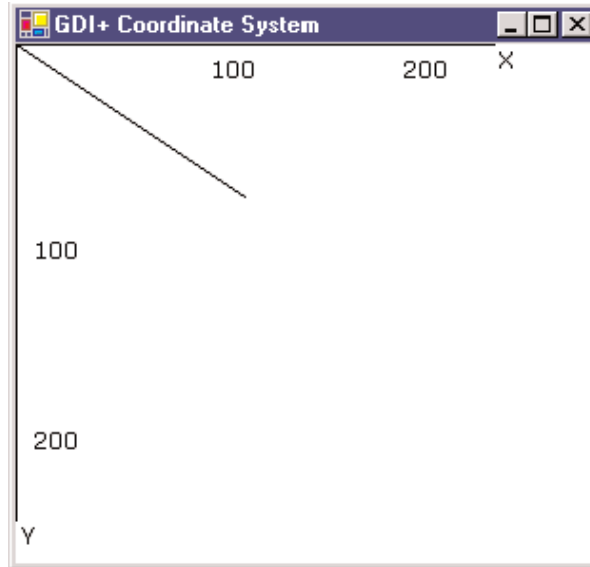


FIGURE 2.4: Drawing a line from point (0, 0) to point (120, 80)

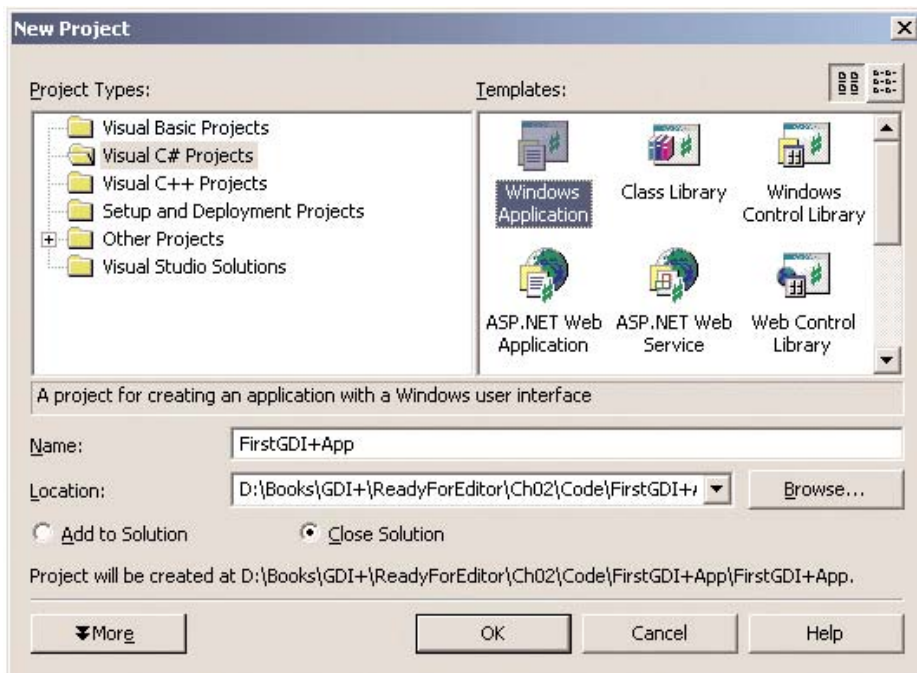


FIGURE 2.5: Creating a Windows application

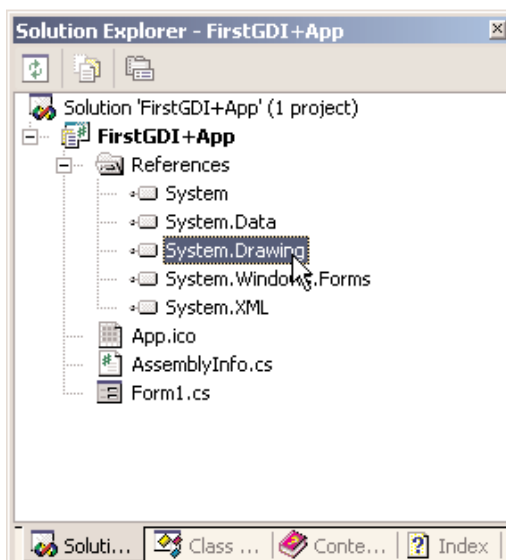
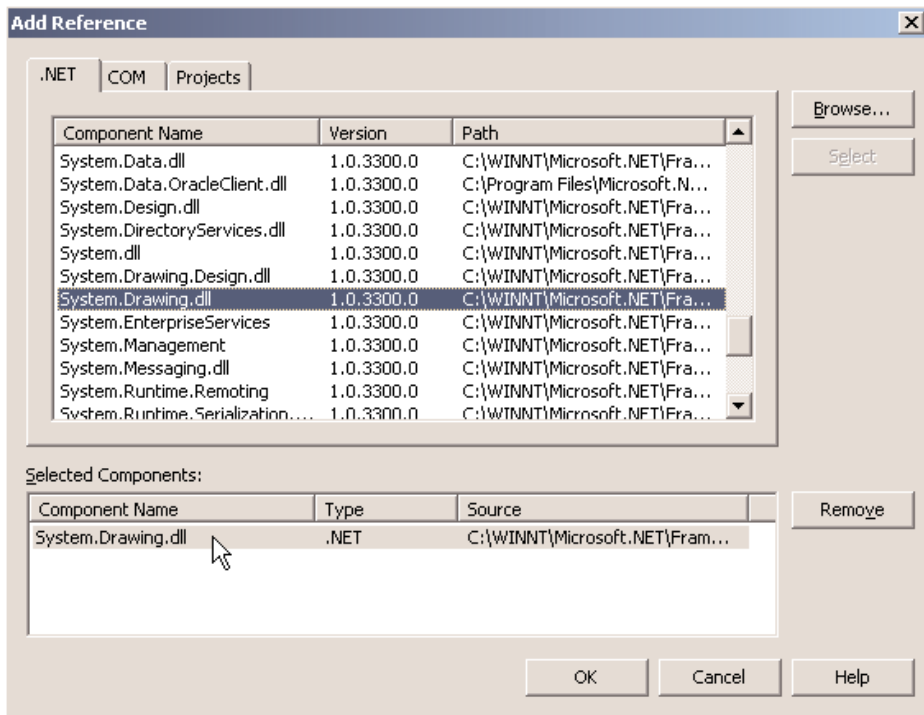


FIGURE 2.7: The System.Drawing namespace in a project

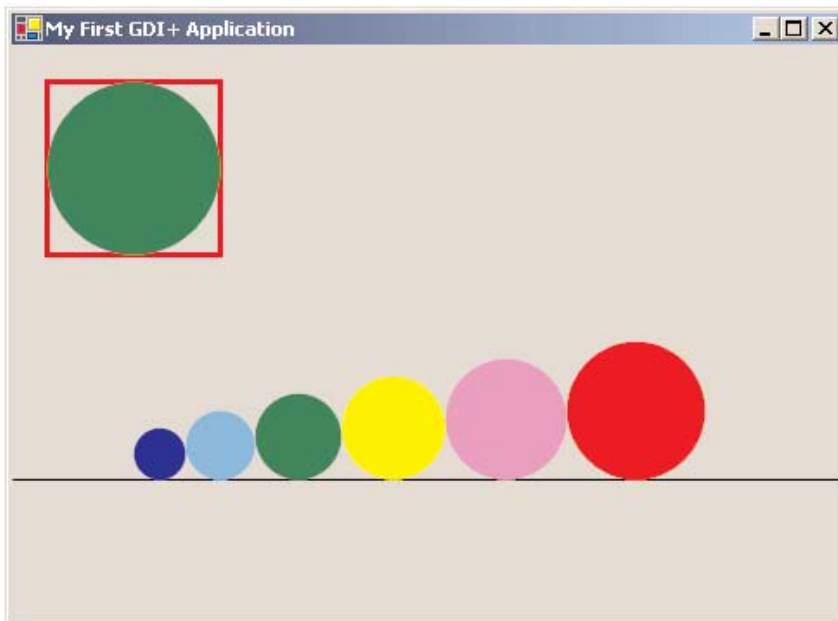
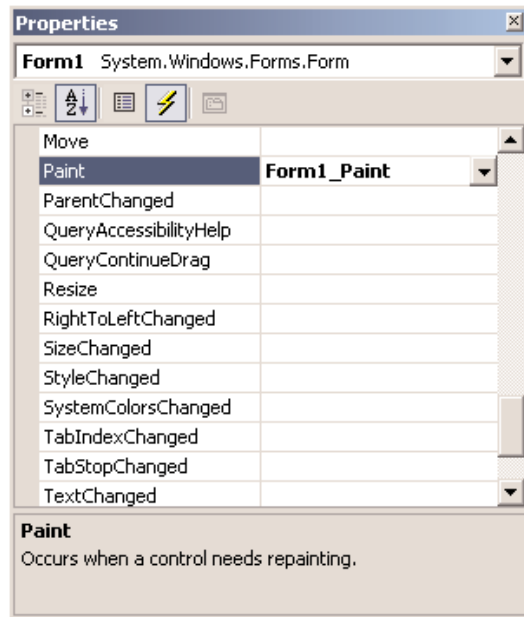


FIGURE 2.9: Your first GDI+ application

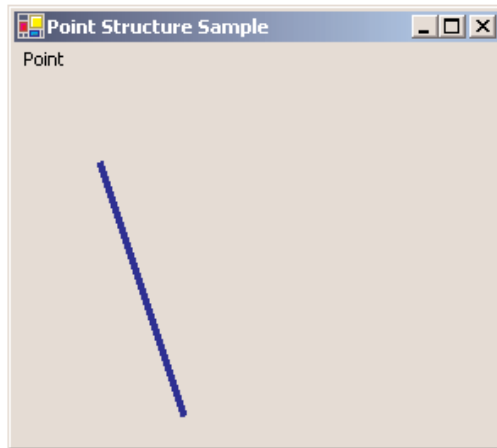
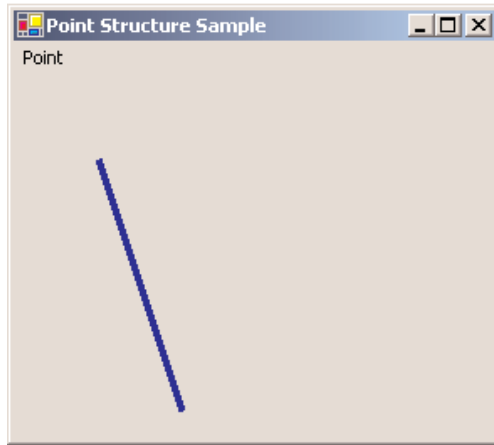
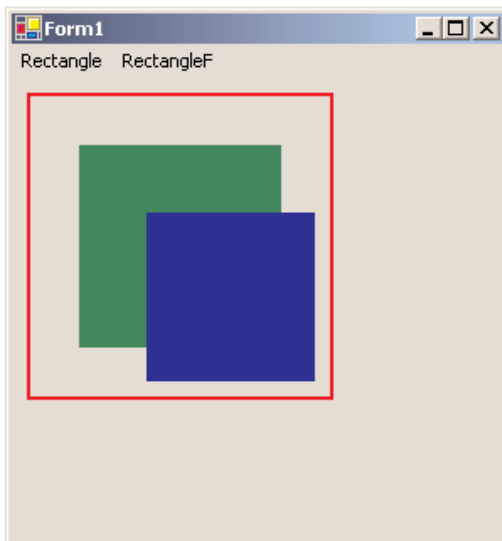
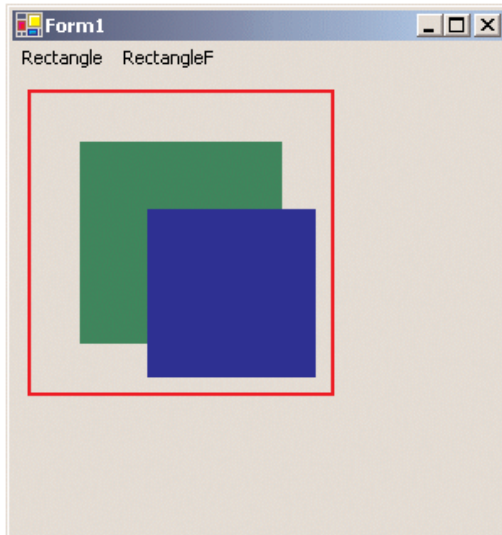


FIGURE 2.11: Using `PointF` to draw a line



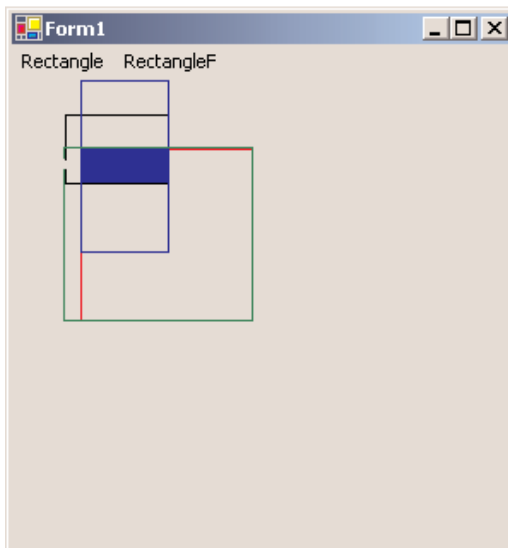


FIGURE 2.14: Using the Round, Truncate, Union, Inflate, Ceiling, and Intersect methods of Rectangle



FIGURE 3.20: A curve-drawing application

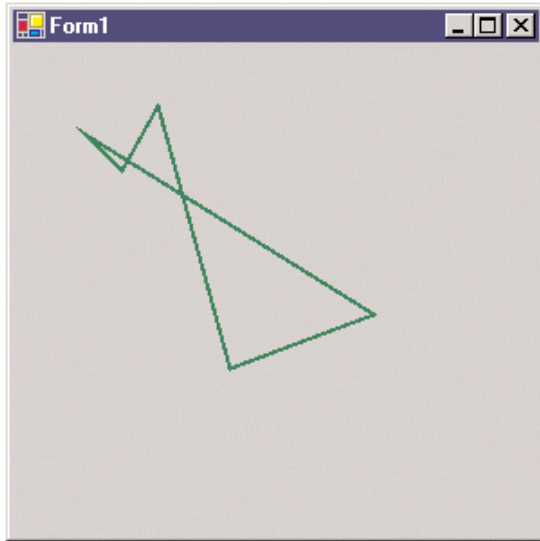


FIGURE 3.26: Drawing a polygon

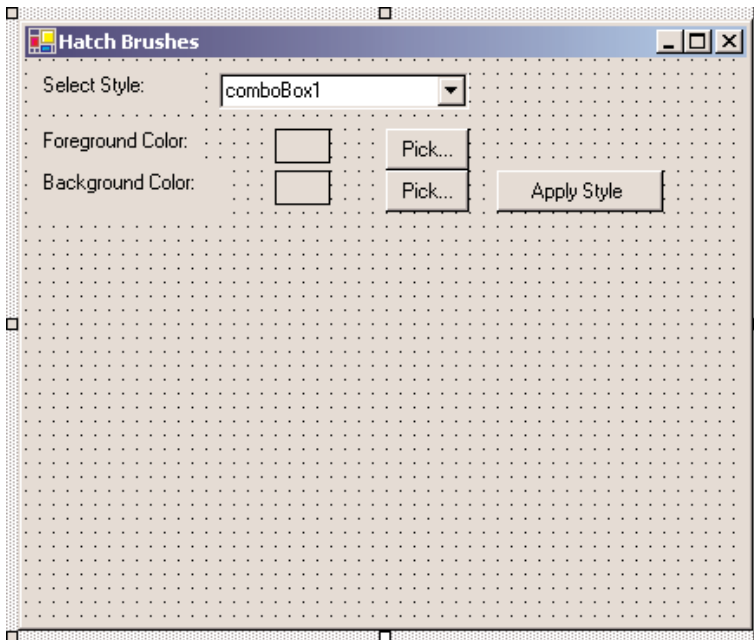


FIGURE 4.4: A sample hatch brush application

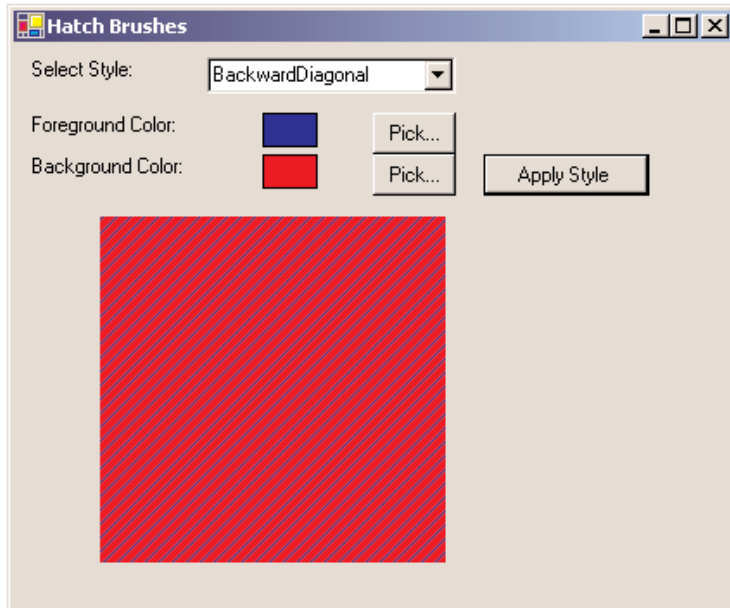
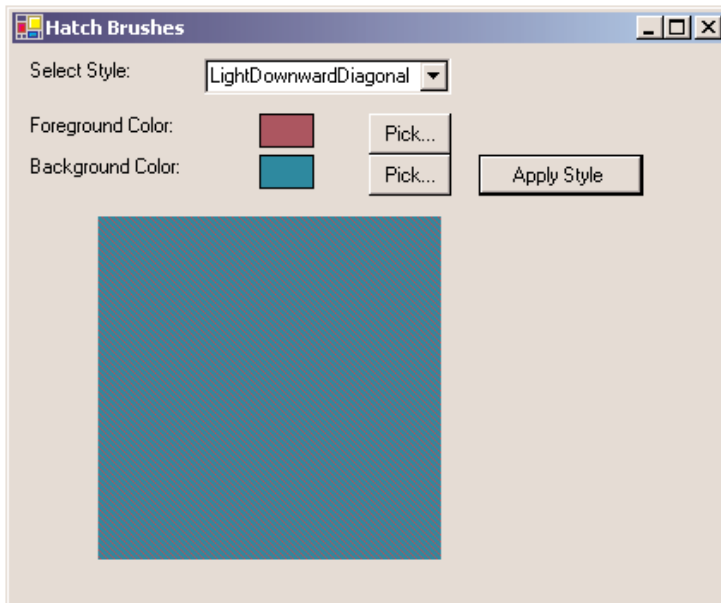


FIGURE 4.5: The default hatch style rectangle



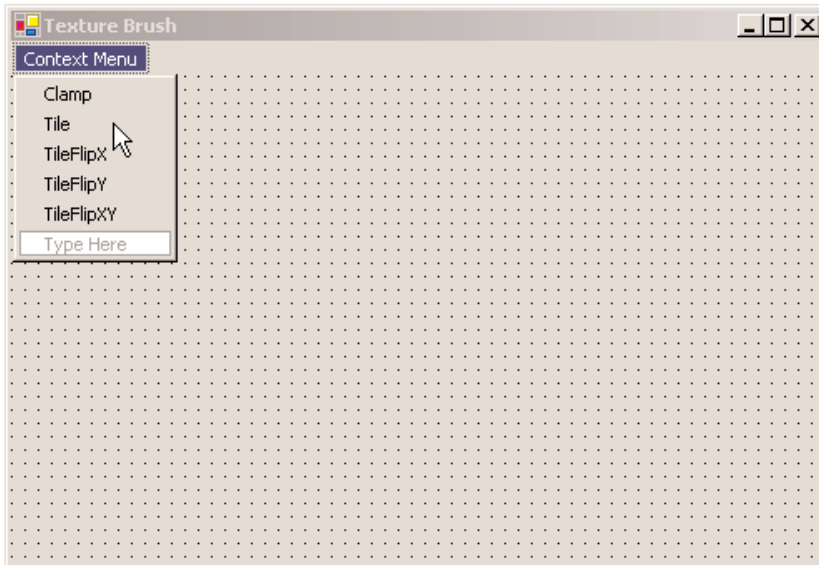
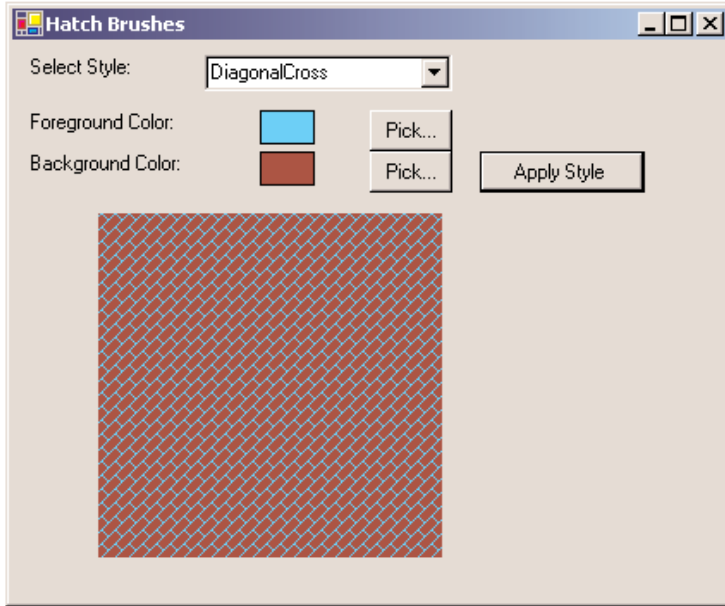


FIGURE 4.8: The texture brush application

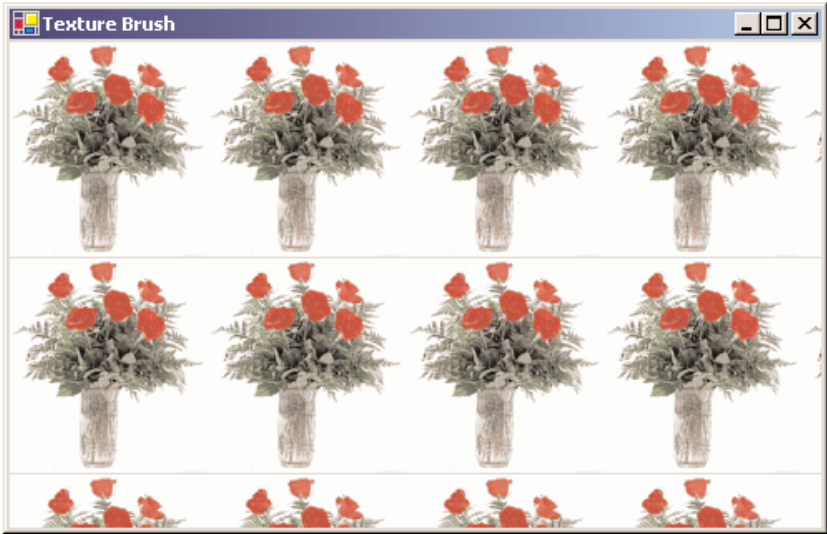


FIGURE 4.9: Using texture brushes

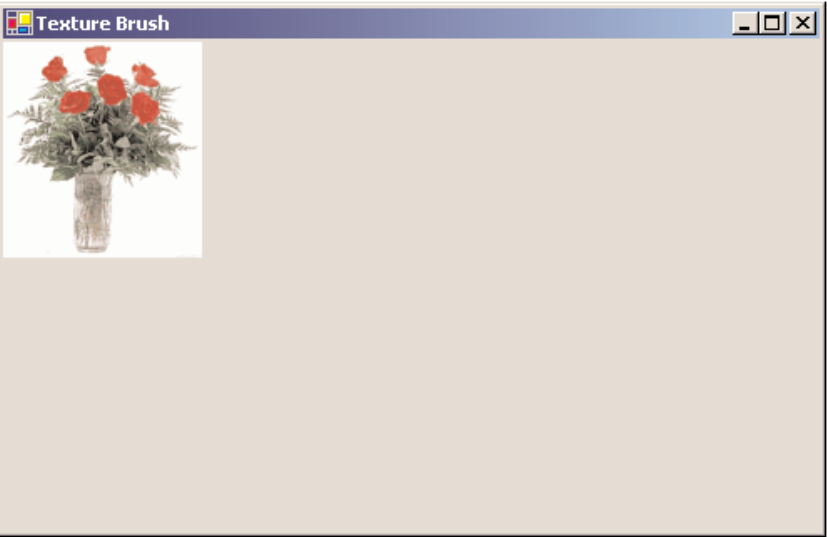


FIGURE 4.10: Clamping a texture

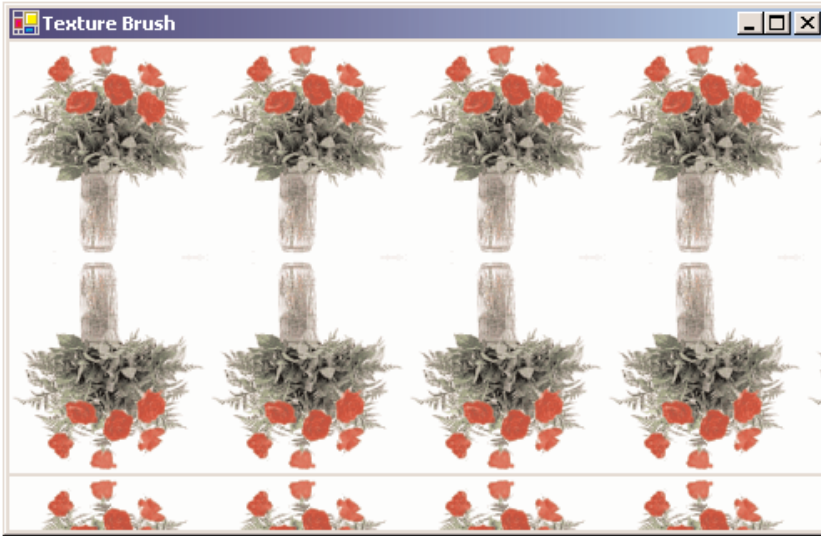


FIGURE 4.11: The TileFlipY texture option

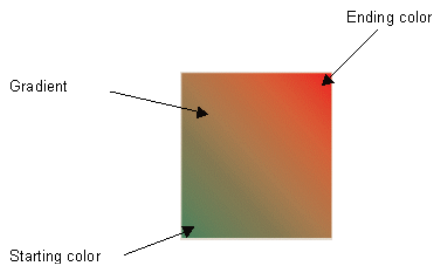


FIGURE 4.12: A color gradient

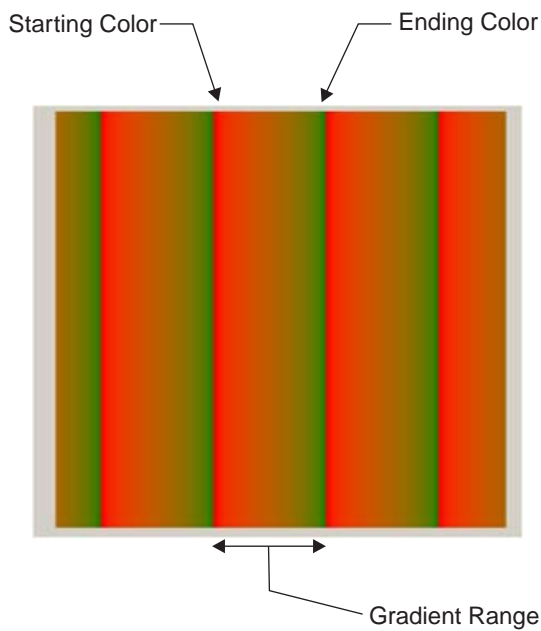


FIGURE 4.13: A gradient pattern with pattern repetition

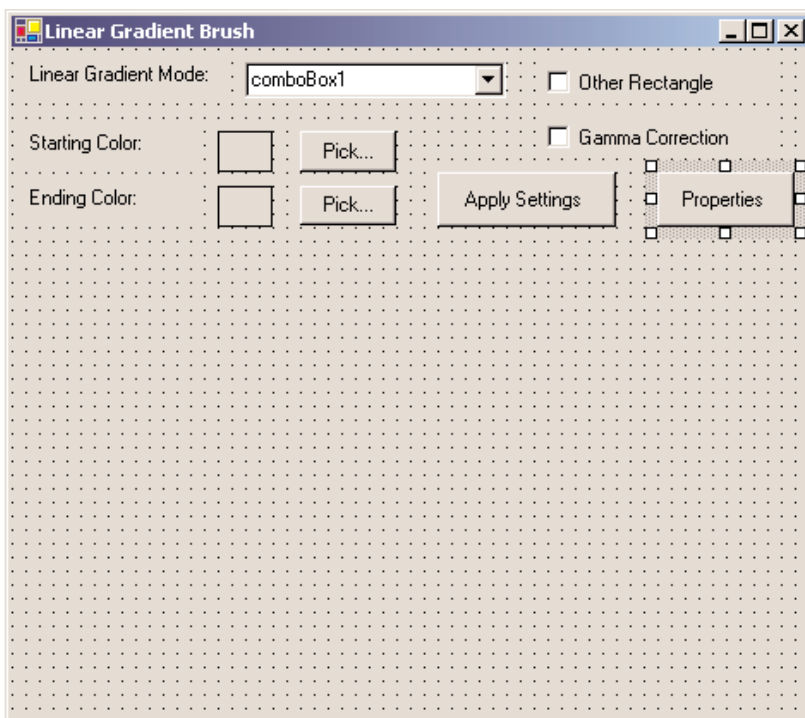


FIGURE 4.14: Our linear gradient brush application

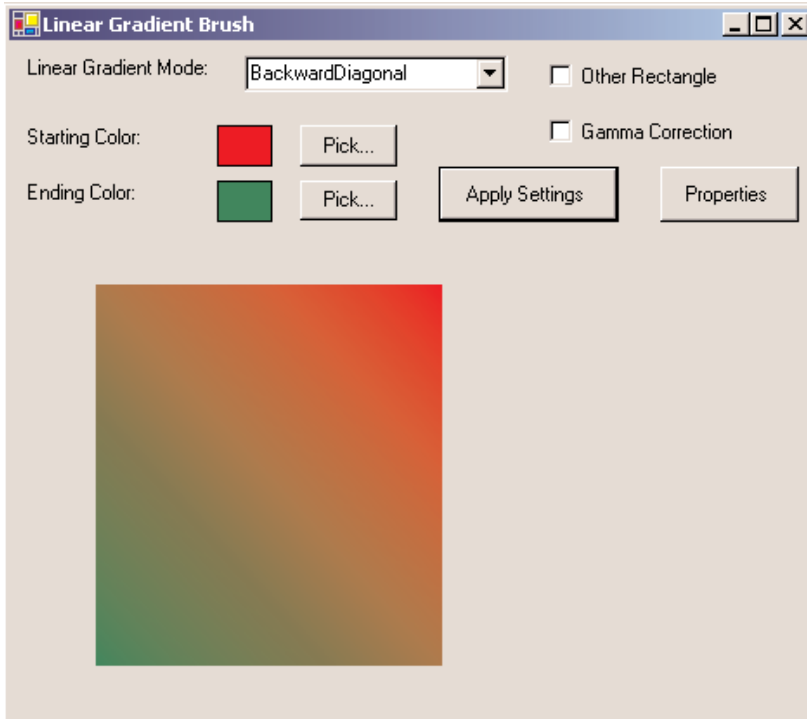
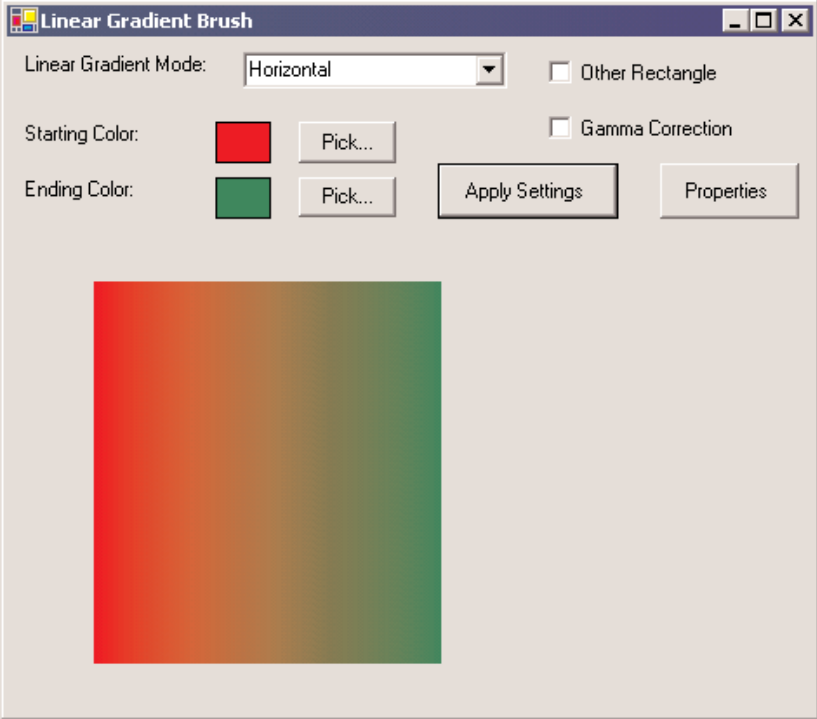


FIGURE 4.15: The default linear gradient brush output



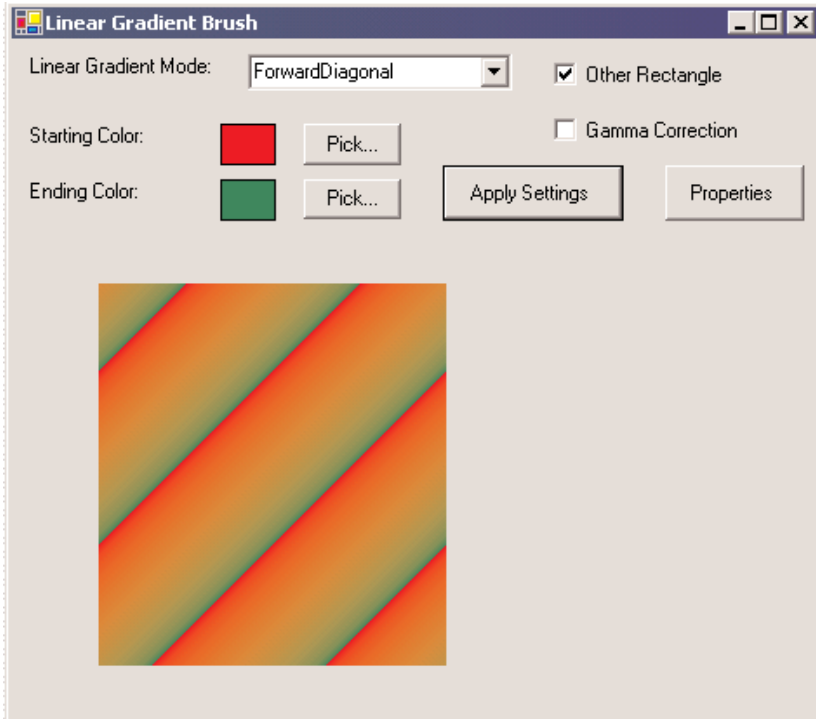


FIGURE 4.17: Using a rectangle in a linear gradient brush

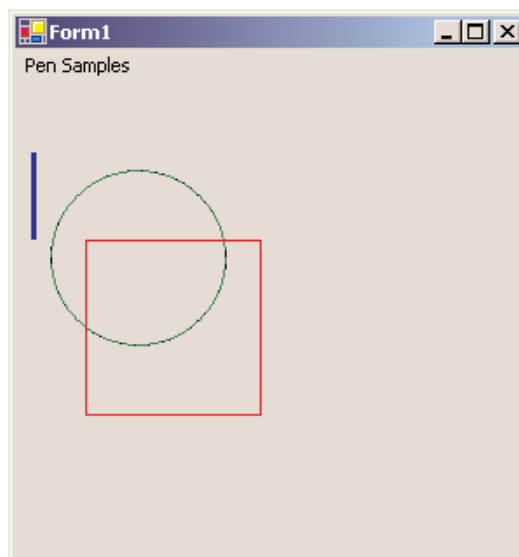
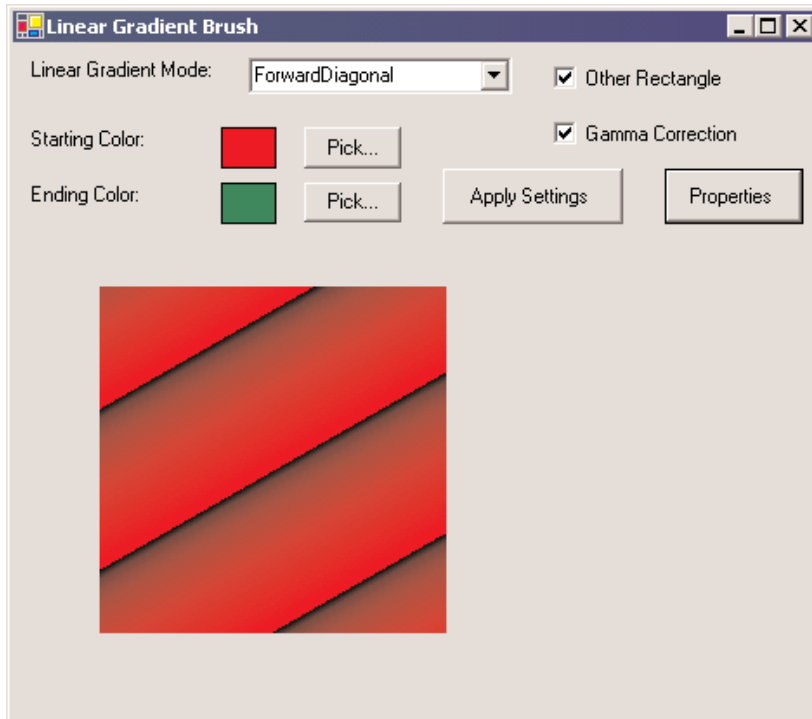


FIGURE 4.19: Creating and using pens

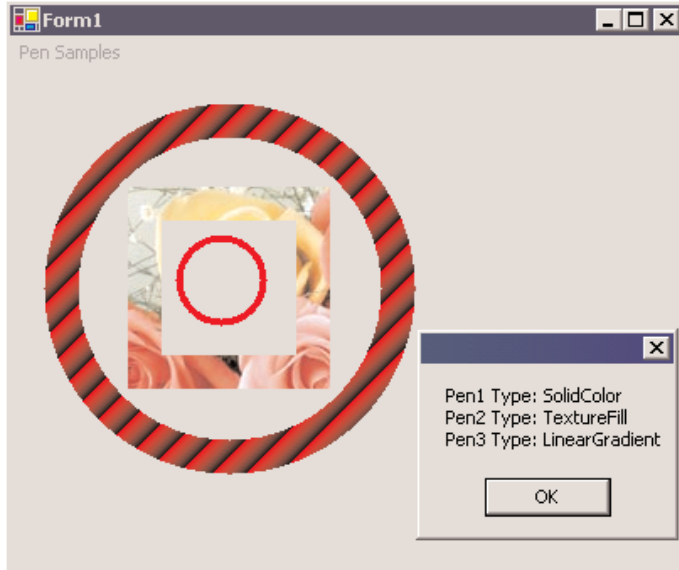


FIGURE 4.20: Displaying pen types

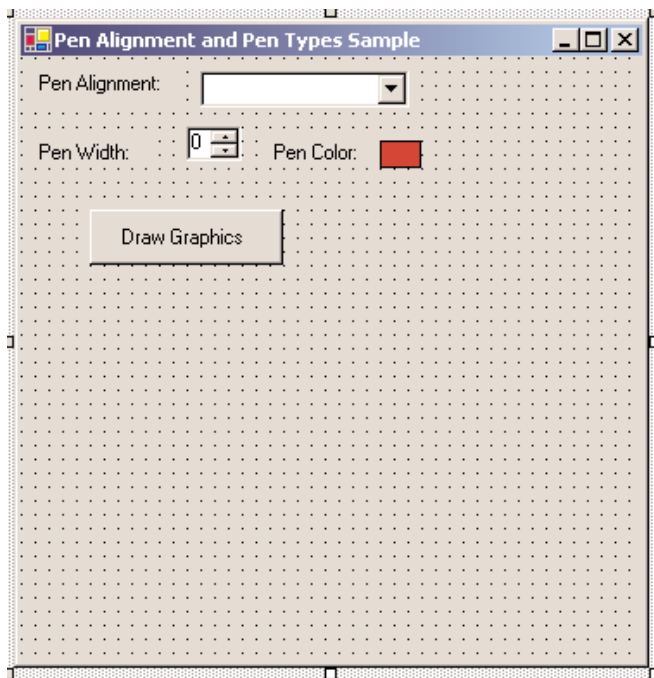


FIGURE 4.21: Our pen alignment application

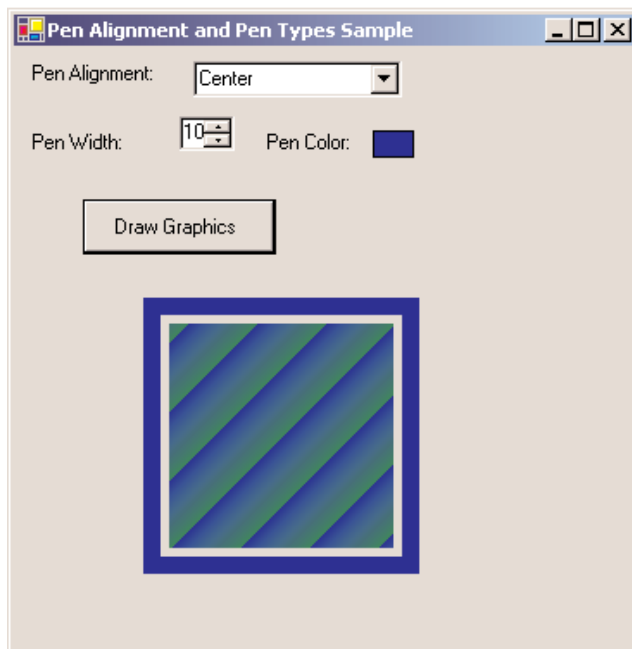


FIGURE 4.22: Drawing with center pen alignment

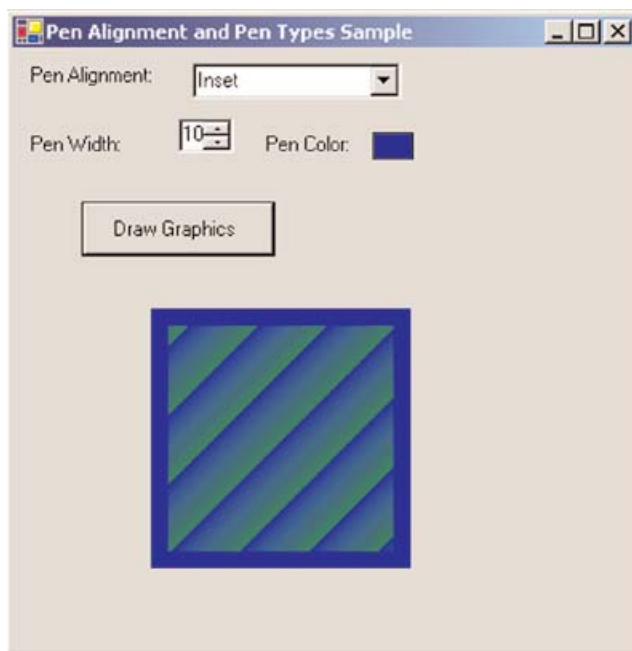


FIGURE 4.23: Drawing with inset pen alignment

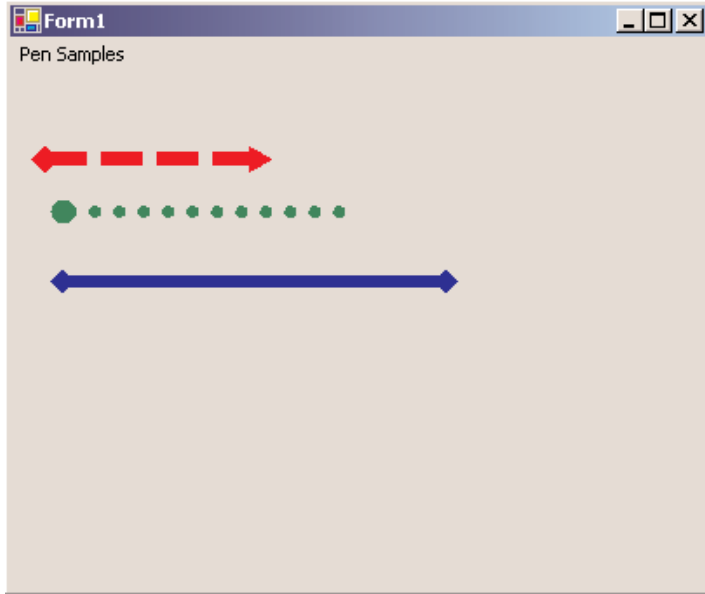


FIGURE 4.25: Drawing dashed lines with different cap styles

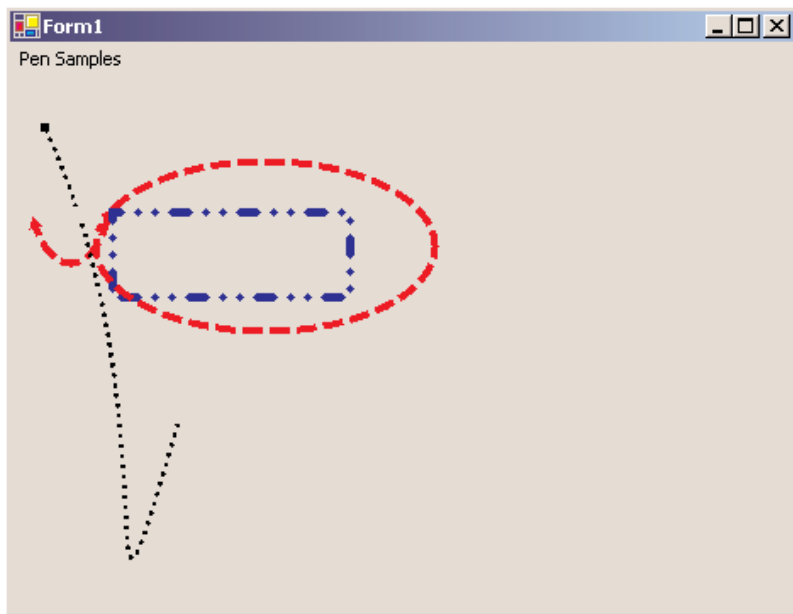


FIGURE 4.26: Graphics shapes with cap and dash styles

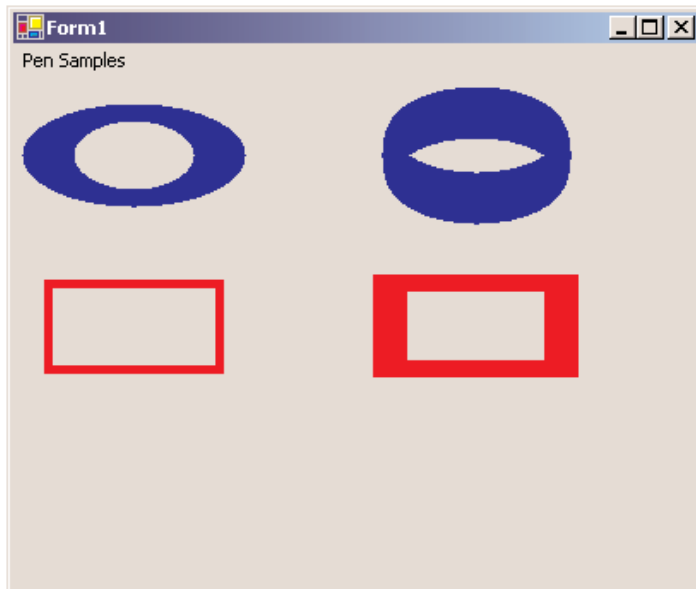


FIGURE 4.27: Rotation and scaling

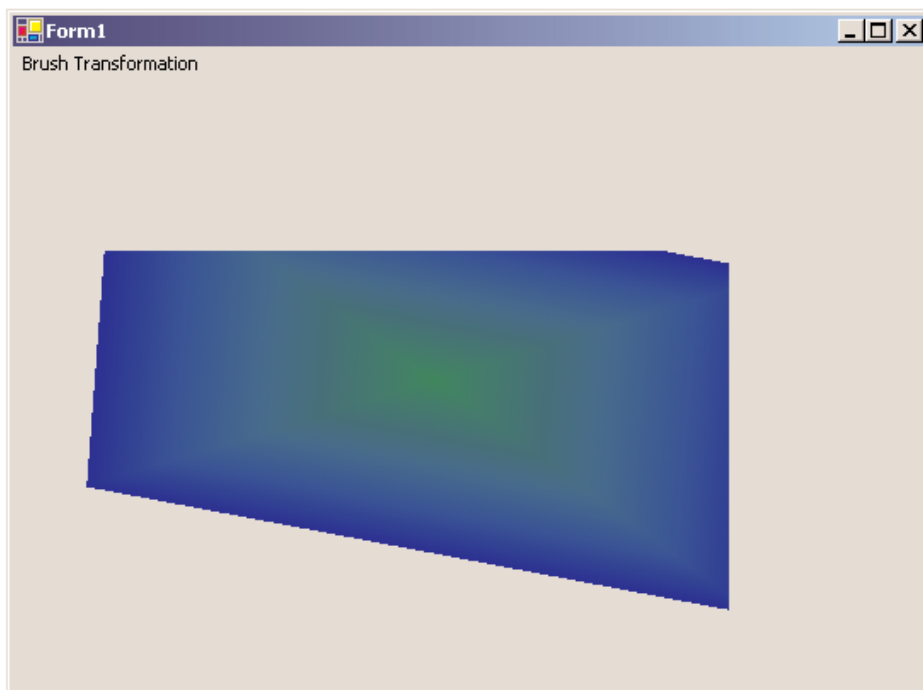


FIGURE 4.30: Transformation in path gradient brushes

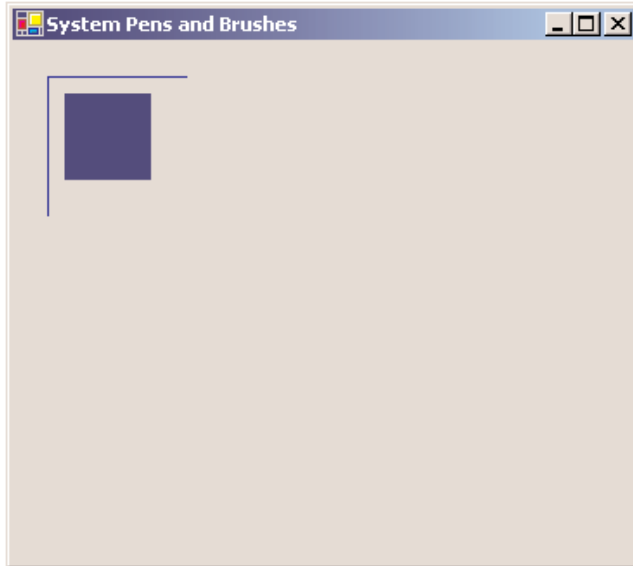


FIGURE 4.31: Using system pens and system brushes

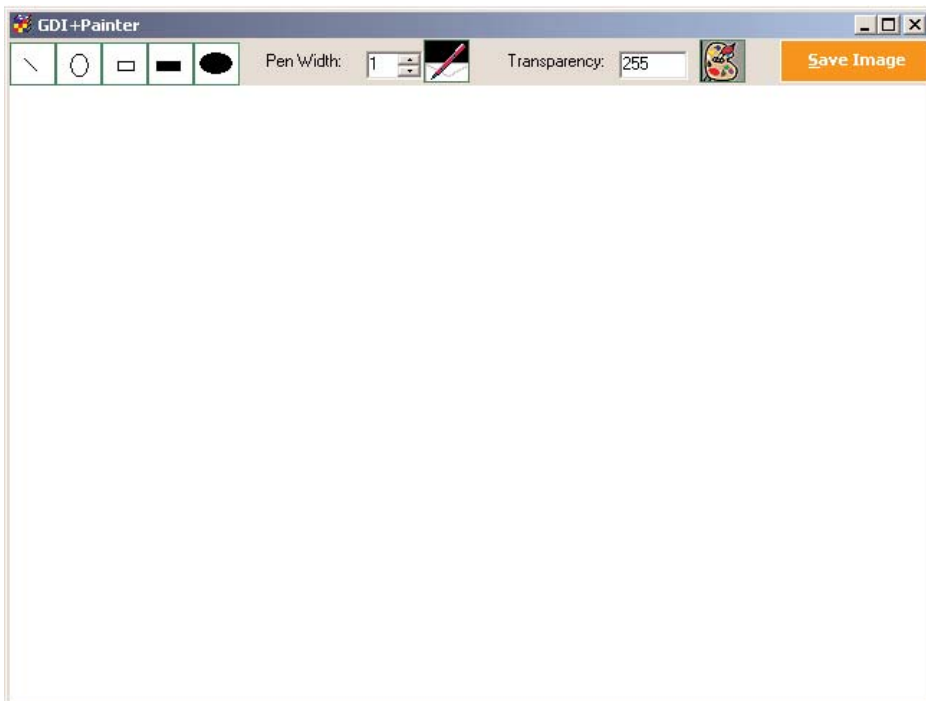


FIGURE 4.32: GDI+Painter with pen and brush support

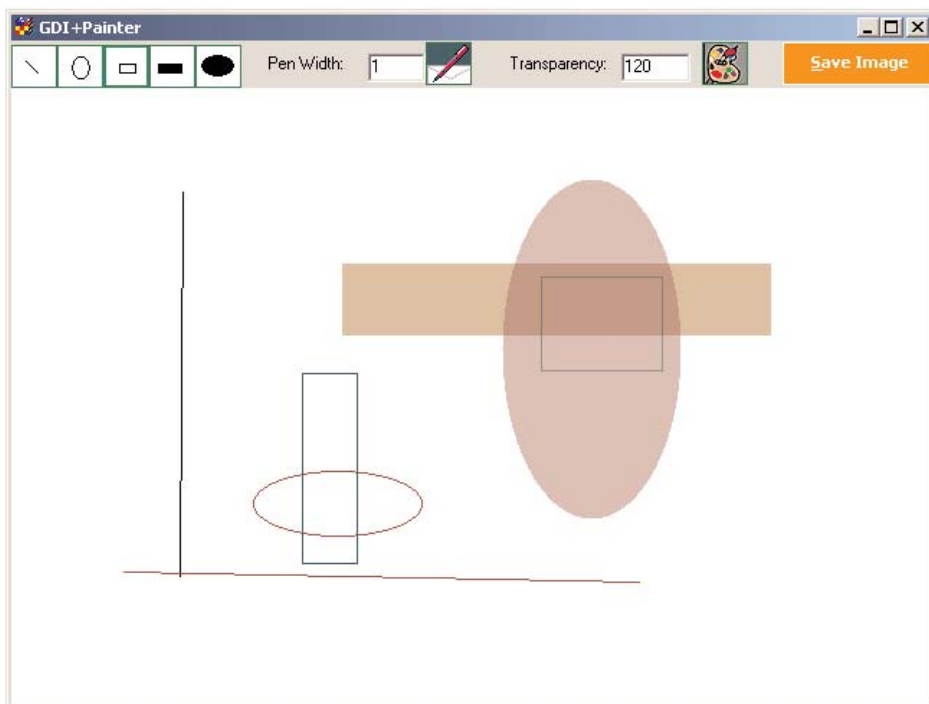


FIGURE 4.33: GDI+Painter in action

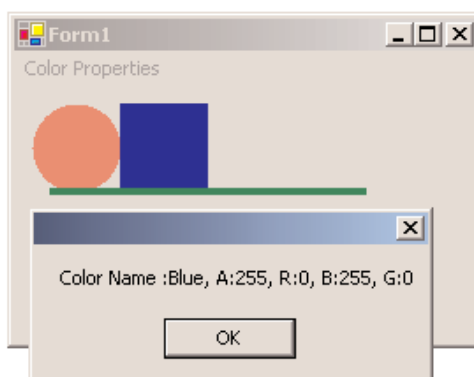


FIGURE 5.1: Creating colors using different methods

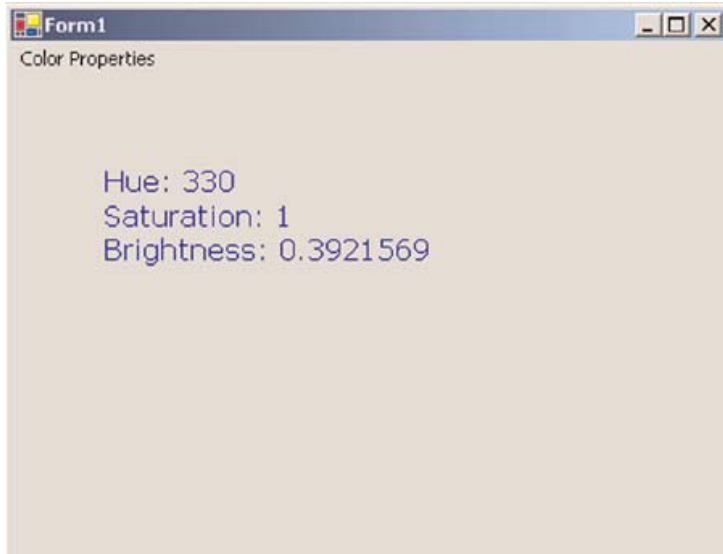


FIGURE 5.2: Getting brightness, hue, and saturation components of a color

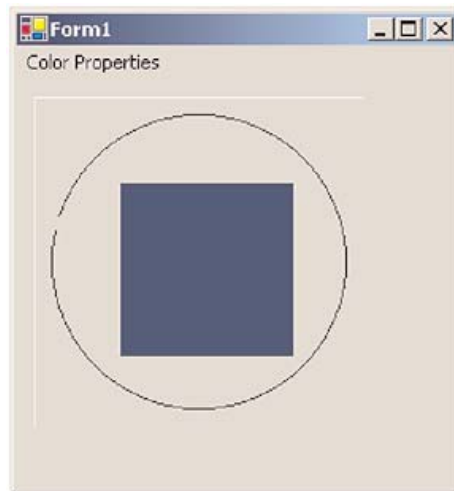


FIGURE 5.3: Using system colors to draw graphics objects

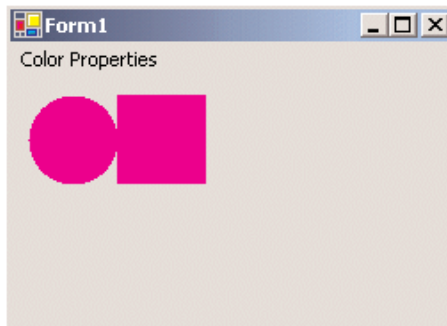


FIGURE 5.4: Converting colors

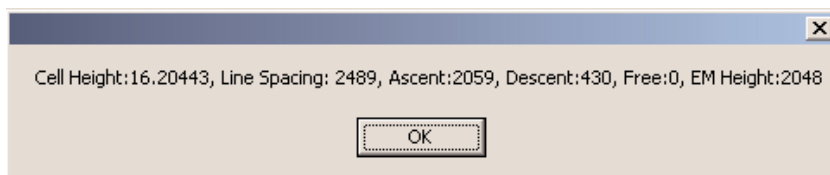
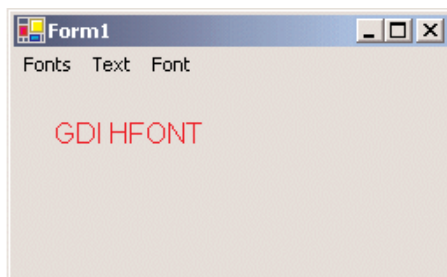


FIGURE 5.11: Getting line spacing, ascent, descent, free (extra) space, and height of a font



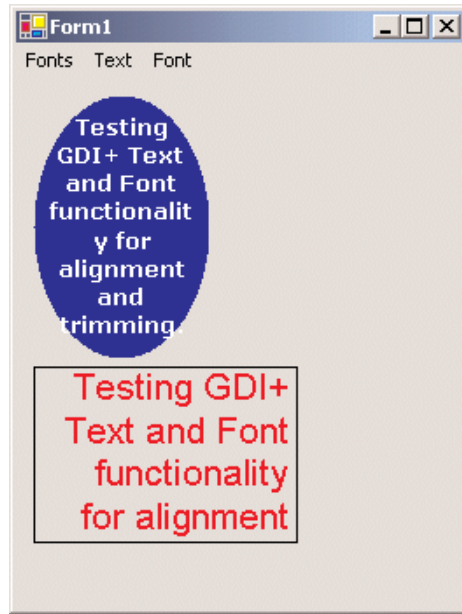


FIGURE 5.14: Alignment and trimming options

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

FIGURE 5.15: Drawing tabbed text on a form

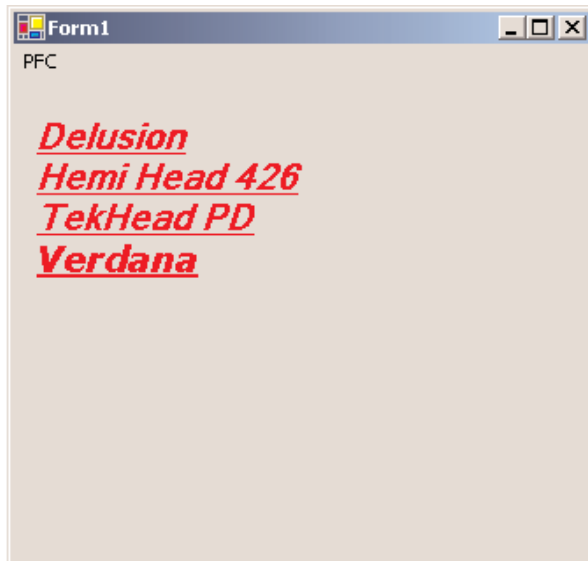
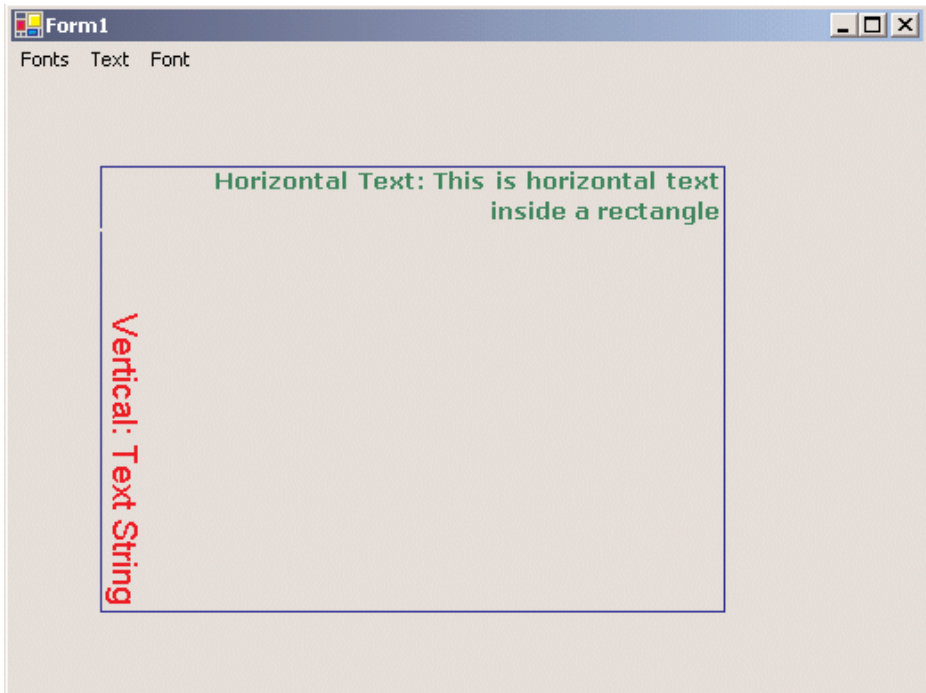


FIGURE 5.18: Using a private font collection

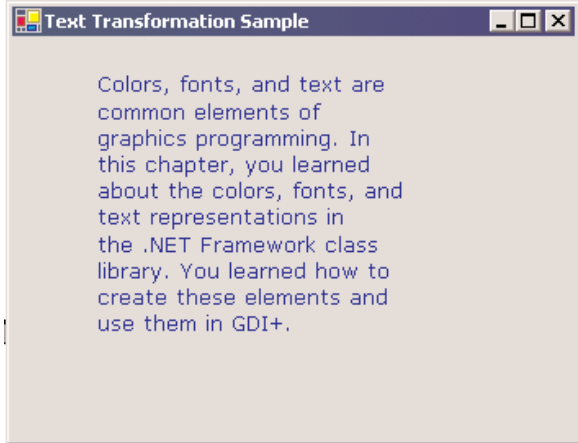
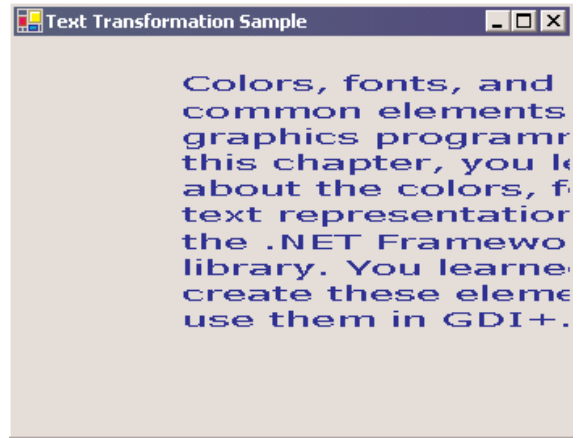
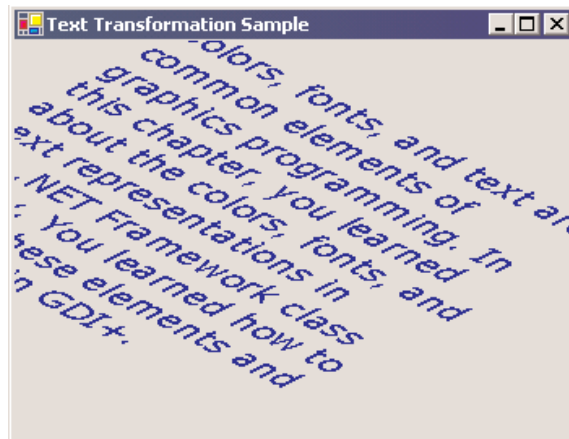
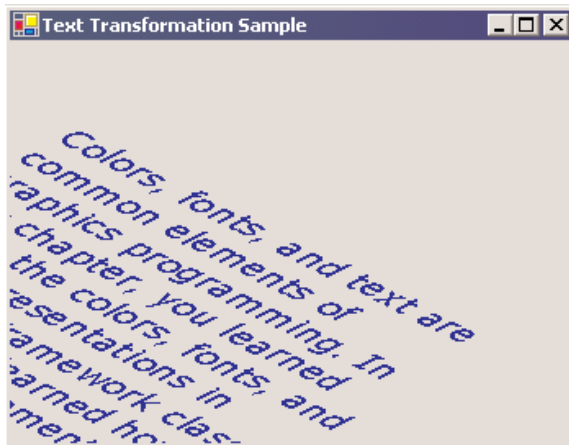
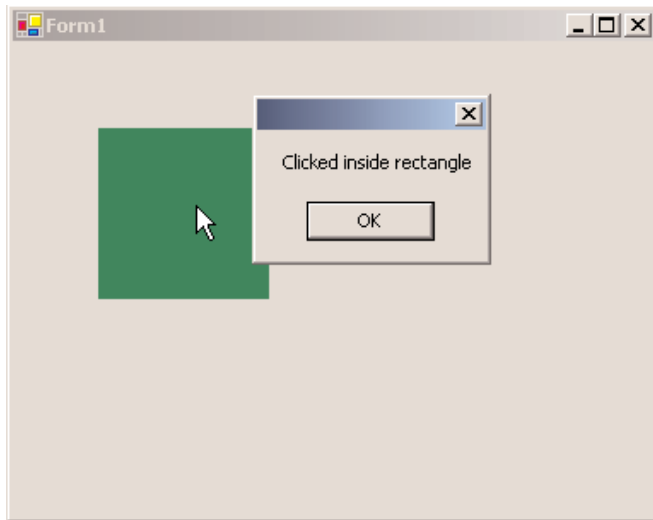
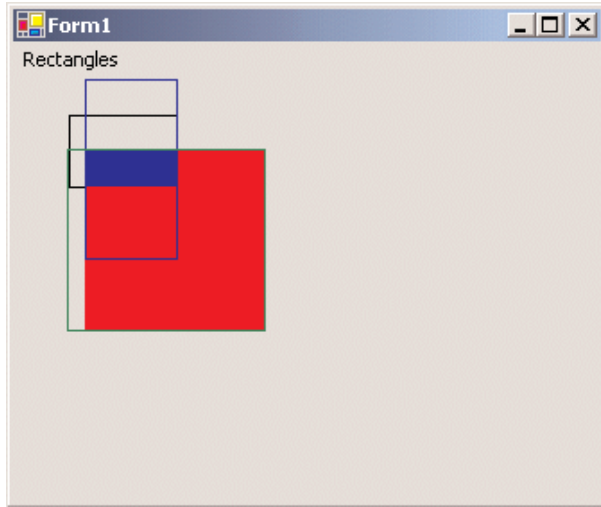


FIGURE 5.20: Drawing text on a form







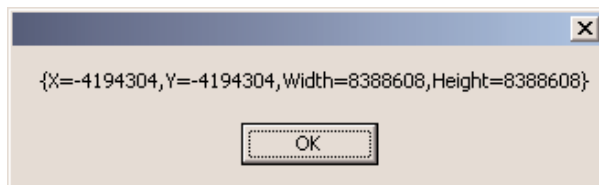


FIGURE 6.10: Bounds of an infinite region

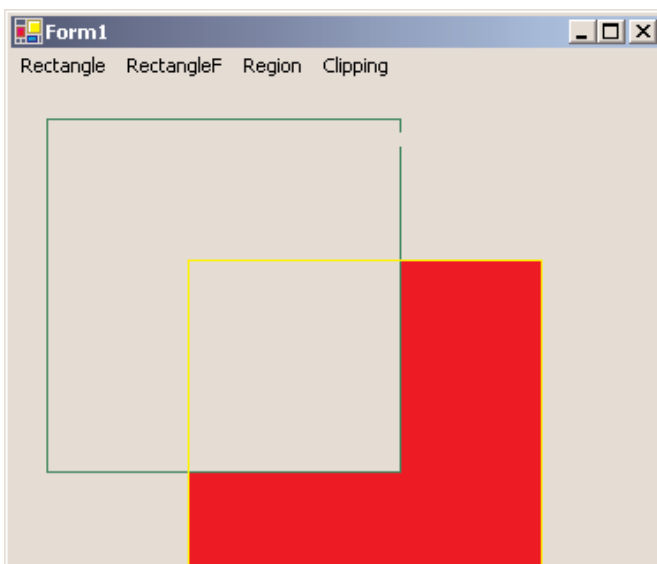


FIGURE 6.12: Using Clip methods

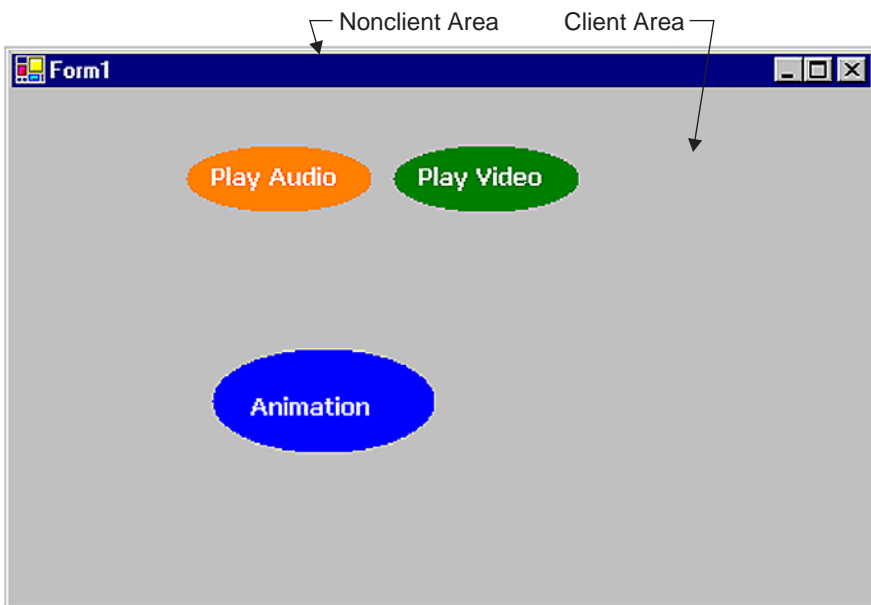
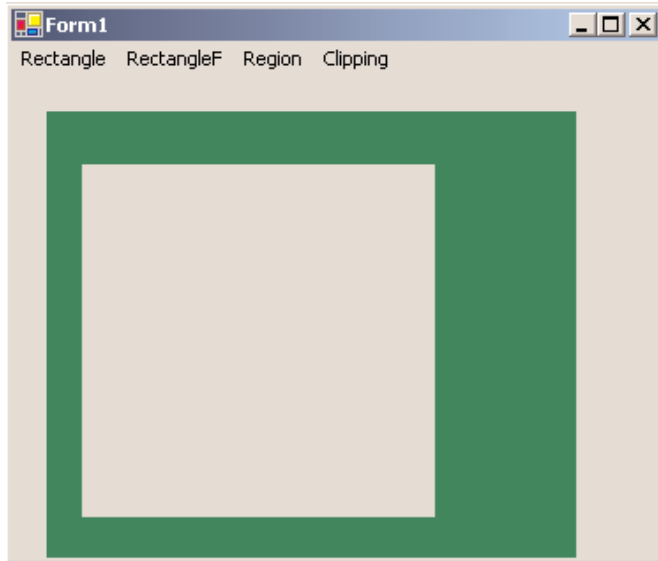


FIGURE 6.18: Client and nonclient areas of a form

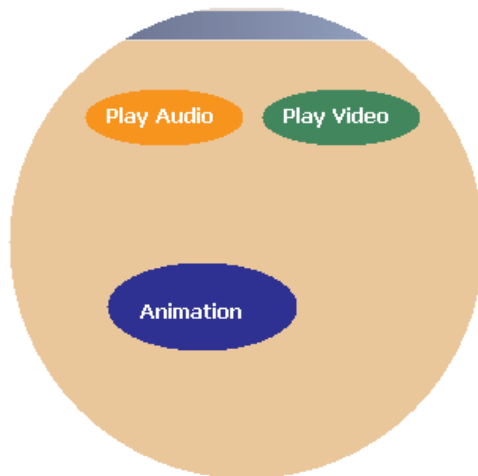


FIGURE 6.19: A nonrectangular form and controls

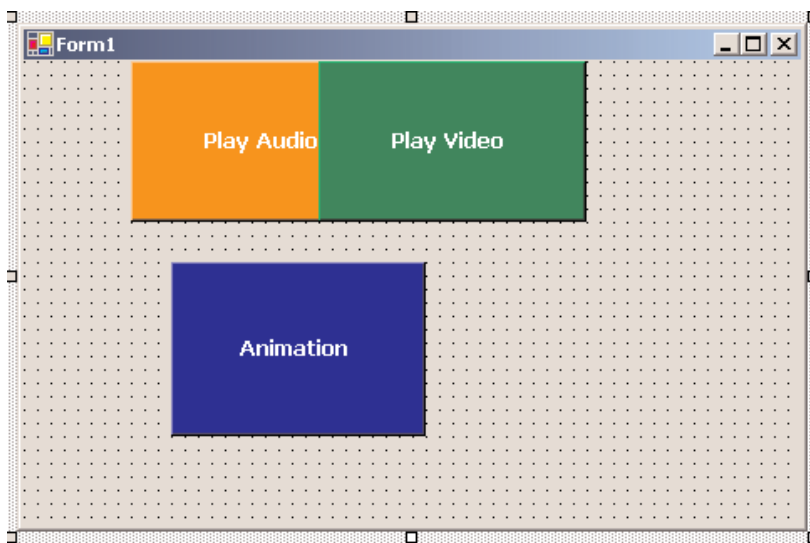


FIGURE 6.20: The nonrectangular forms application

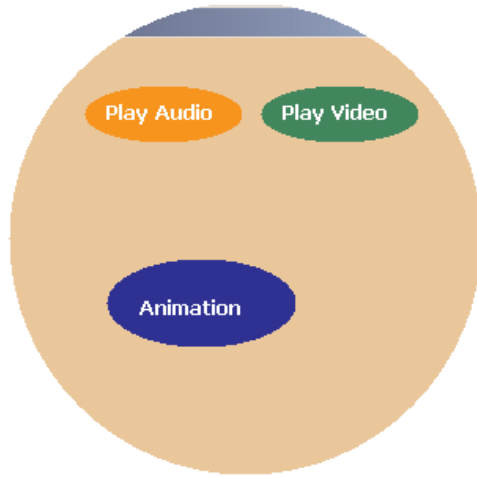


FIGURE 6.21: A circular form

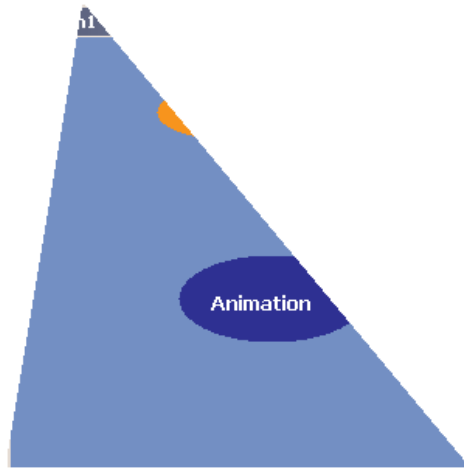


FIGURE 6.22: A triangular form

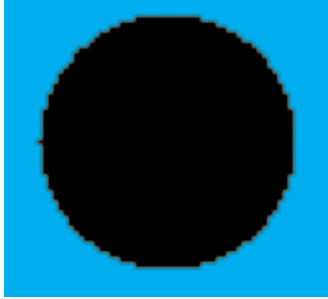


FIGURE 7.1: A zoomed raster image

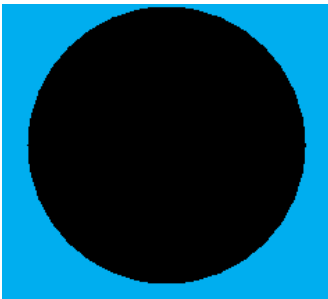


FIGURE 7.2: A zoomed vector image

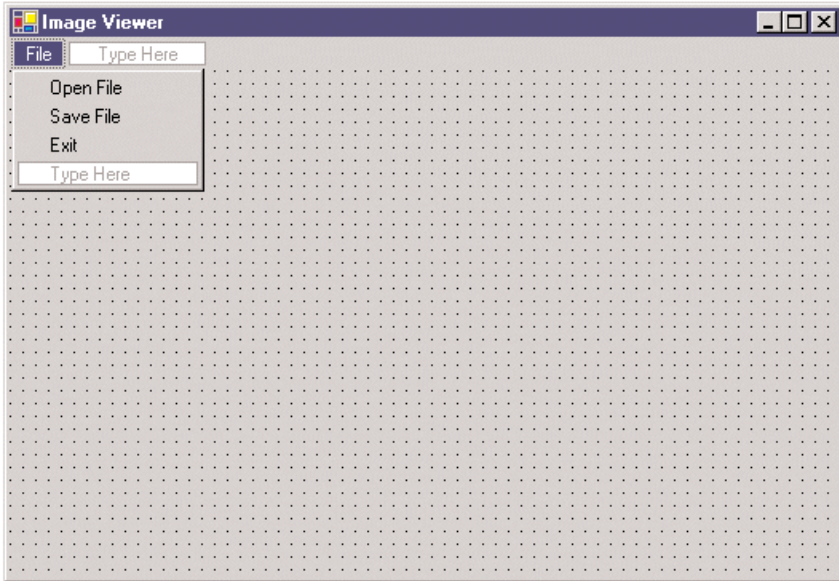


FIGURE 7.3: A simple image viewer application

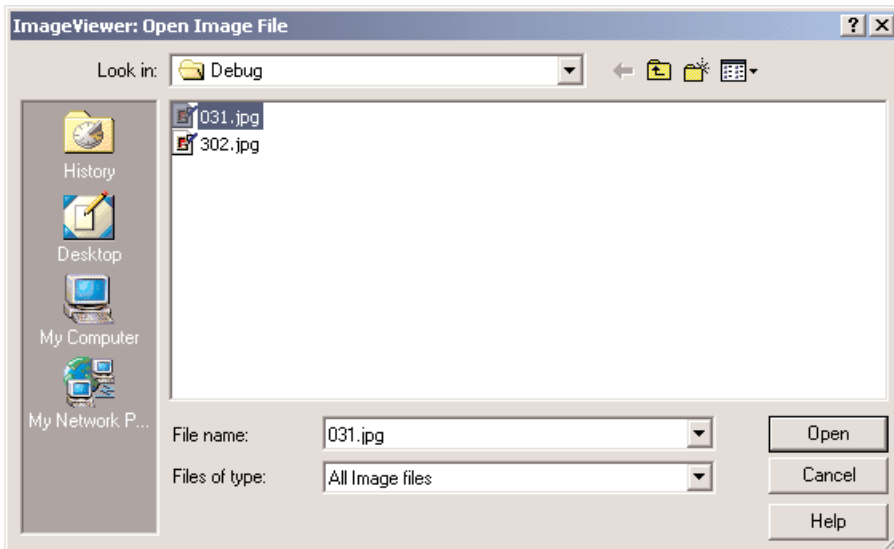


FIGURE 7.4: Browsing a file



FIGURE 7.5: Viewing an image

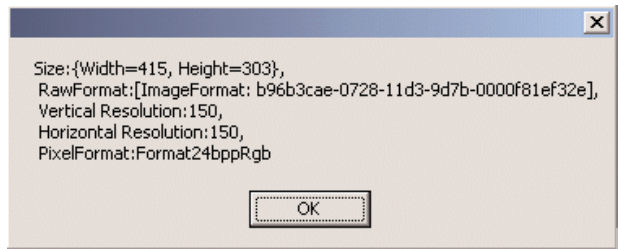


FIGURE 7.6: Reading the properties of an image



FIGURE 7.7: A thumbnail image

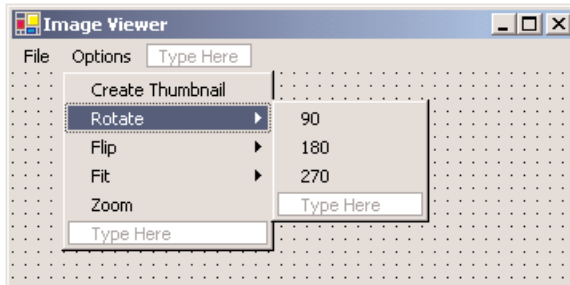


FIGURE 7.8: Rotate menu items

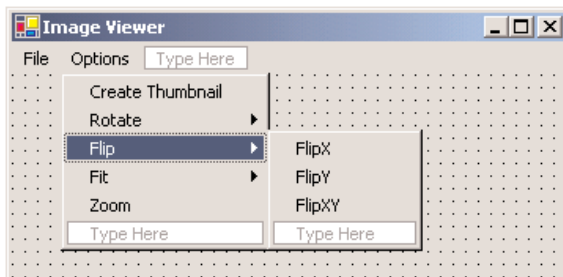


FIGURE 7.9: Flip menu items



FIGURE 7.10: An image with default settings



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

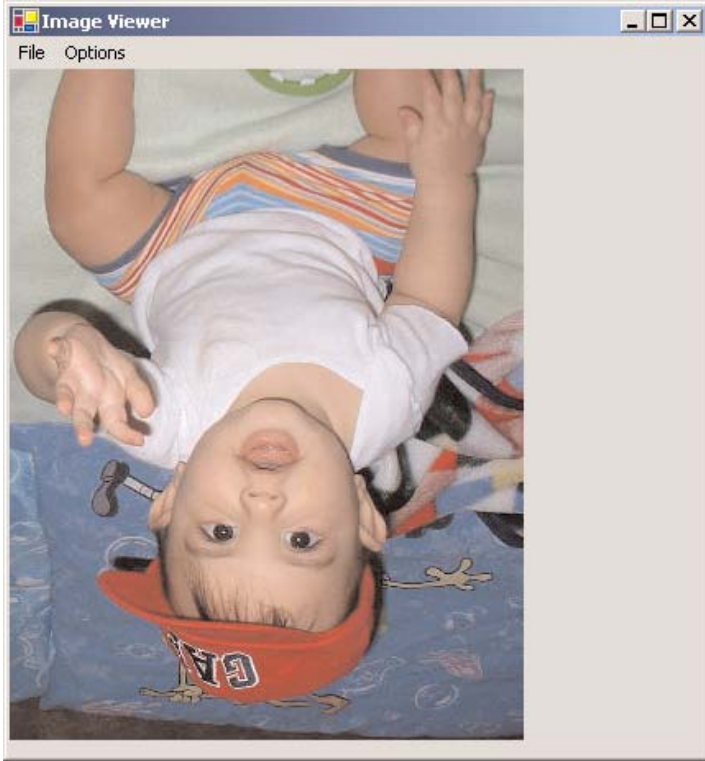


FIGURE 7.12: The image of Figure 7.10, rotated 180 degrees



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

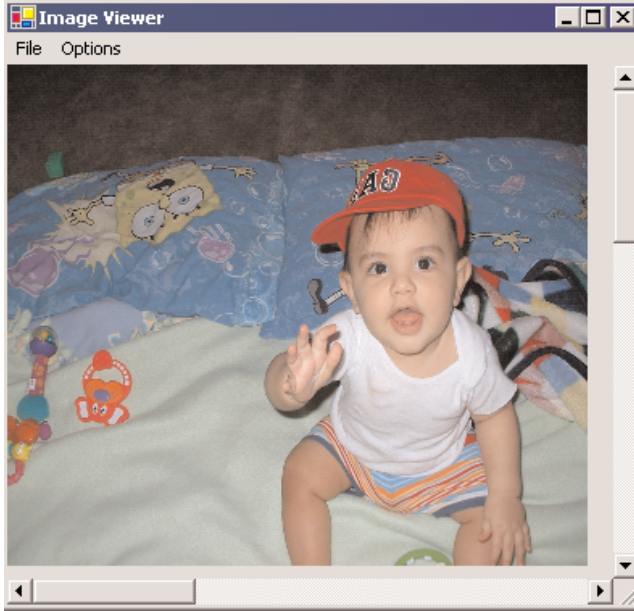


FIGURE 7.14: The image of Figure 7.10, flipped in the x-direction

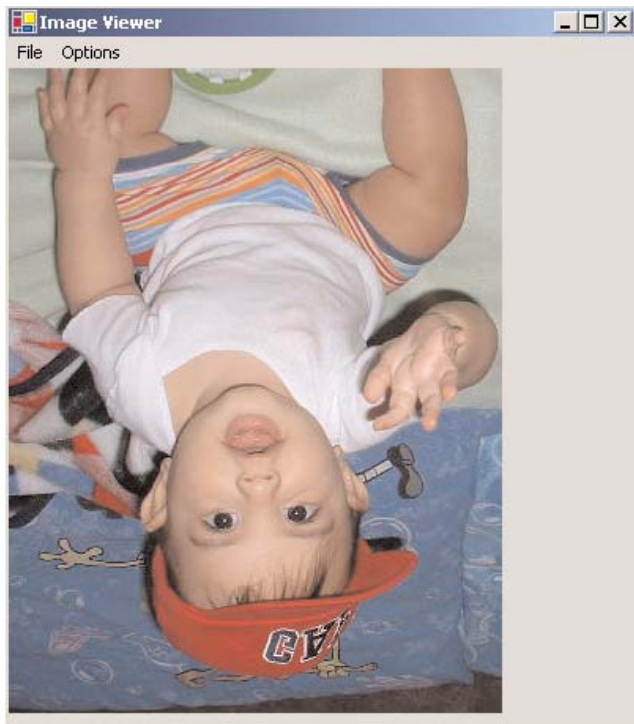


FIGURE 7.15: The image of Figure 7.10, flipped in the y-direction



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

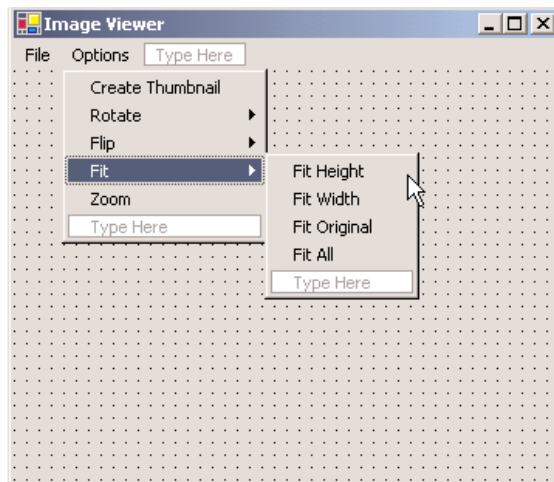


FIGURE 7.17: Fit menu items



FIGURE 7.18: An image in ImageViewer

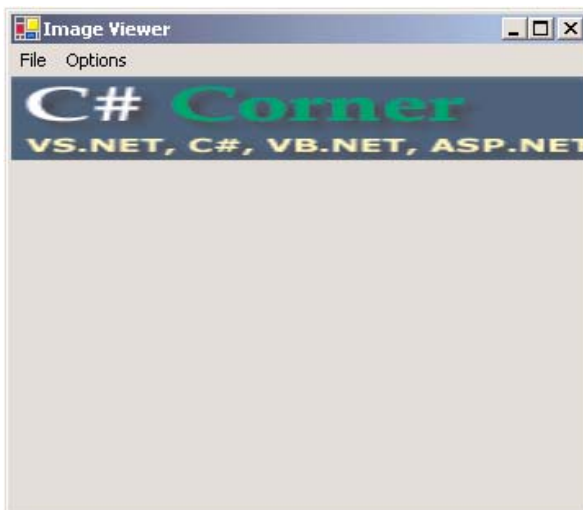


FIGURE 7.19: The image of Figure 7.18 after Fit Width



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

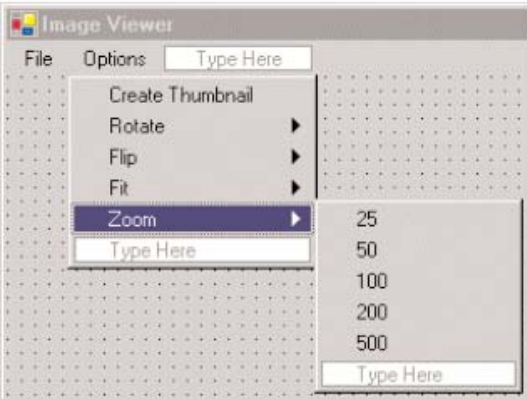


FIGURE 7.23: Zoom menu items



FIGURE 7.24: An image in ImageViewer

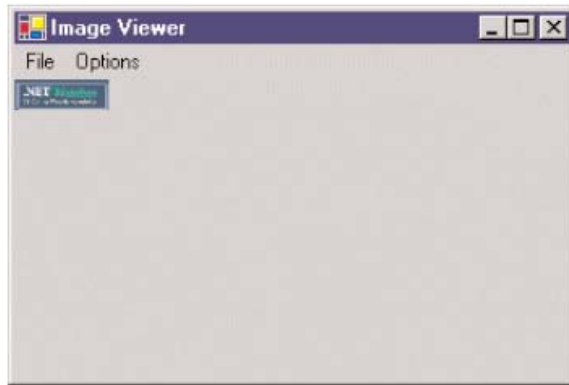


FIGURE 7.25: The image of Figure 7.24 with 25 percent zoom

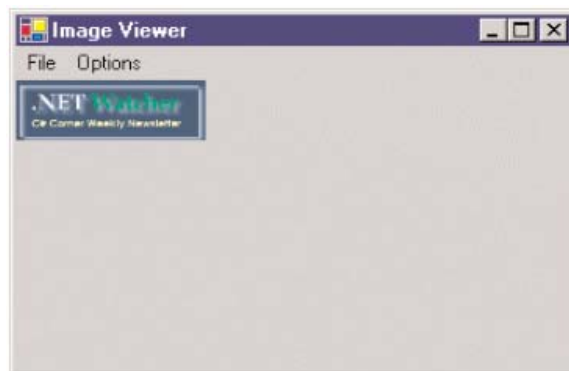


FIGURE 7.26: The image of Figure 7.24 with 50 percent zoom



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

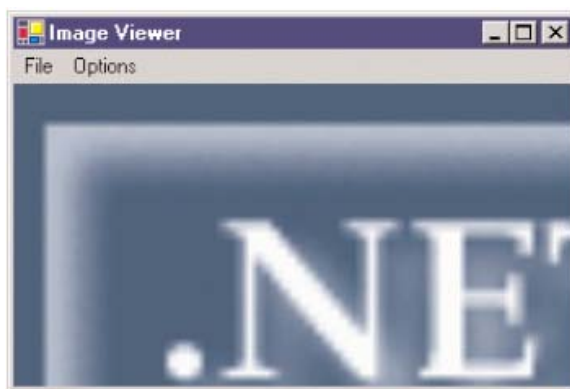


FIGURE 7.28: The image of Figure 7.24 with 500 percent zoom



FIGURE 7.29: An animated image with three frames

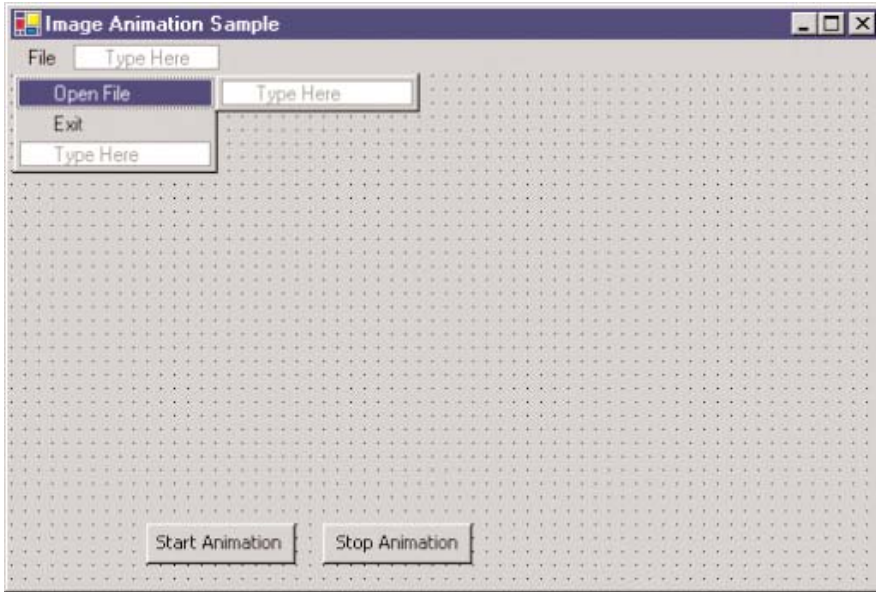


FIGURE 7.30: An image animation example

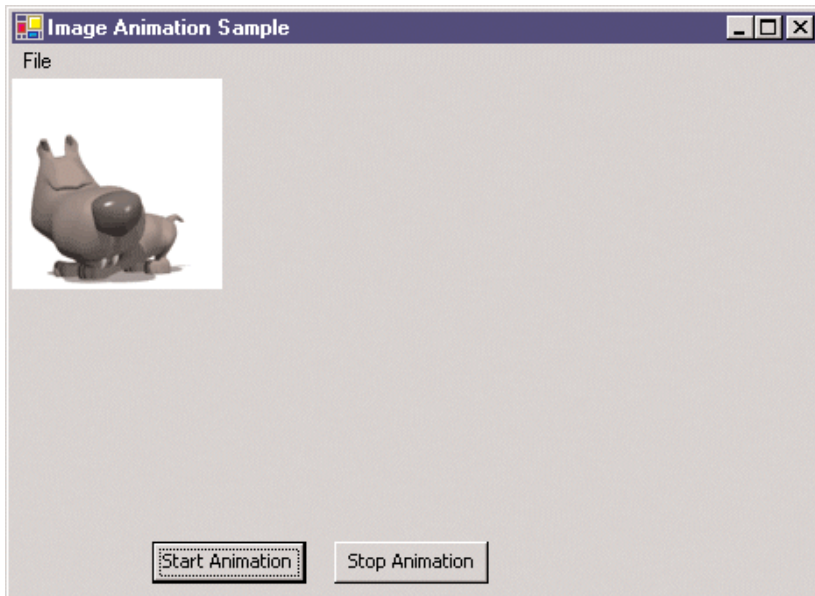


FIGURE 7.31: The first frame of an animated image

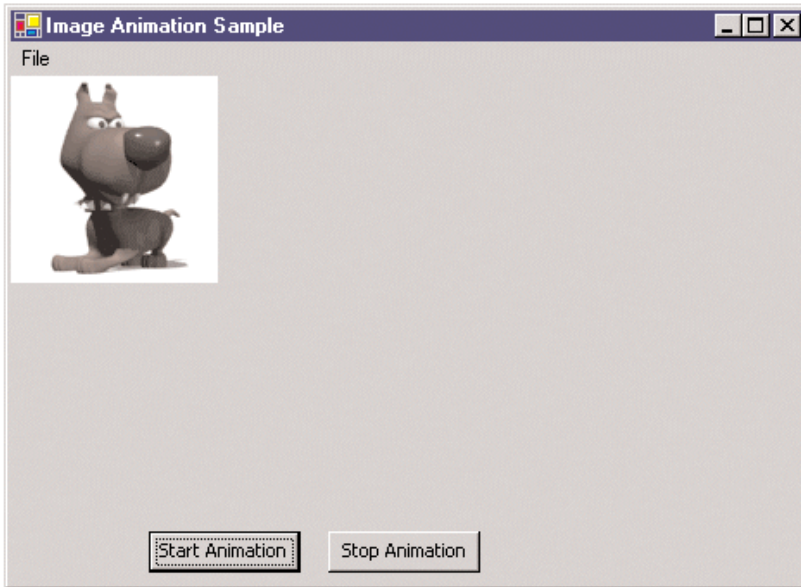


FIGURE 7.32: The second frame of an animated image

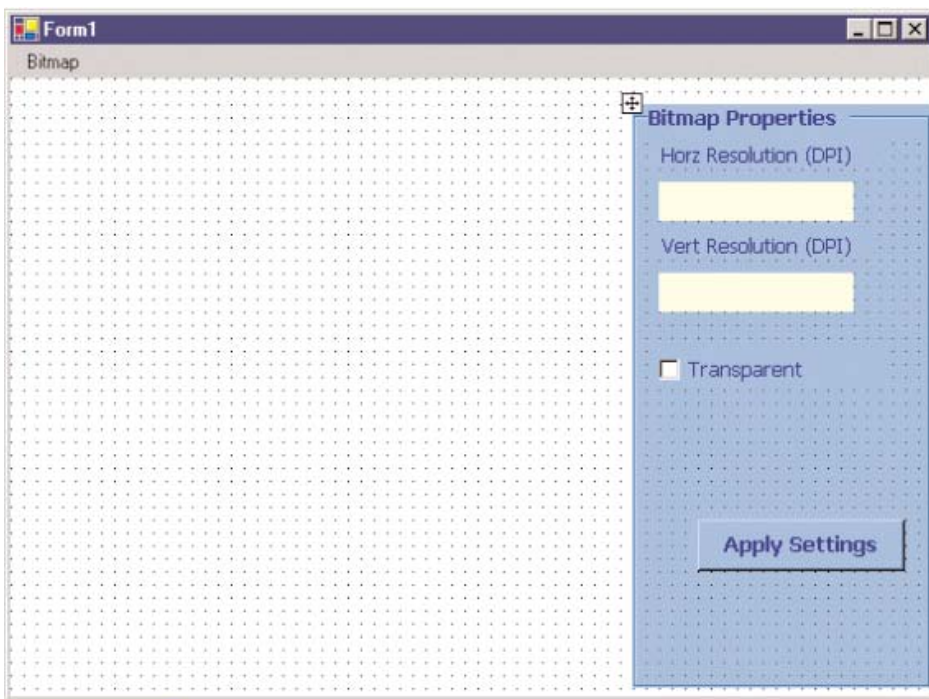


FIGURE 7.33: A bitmap example

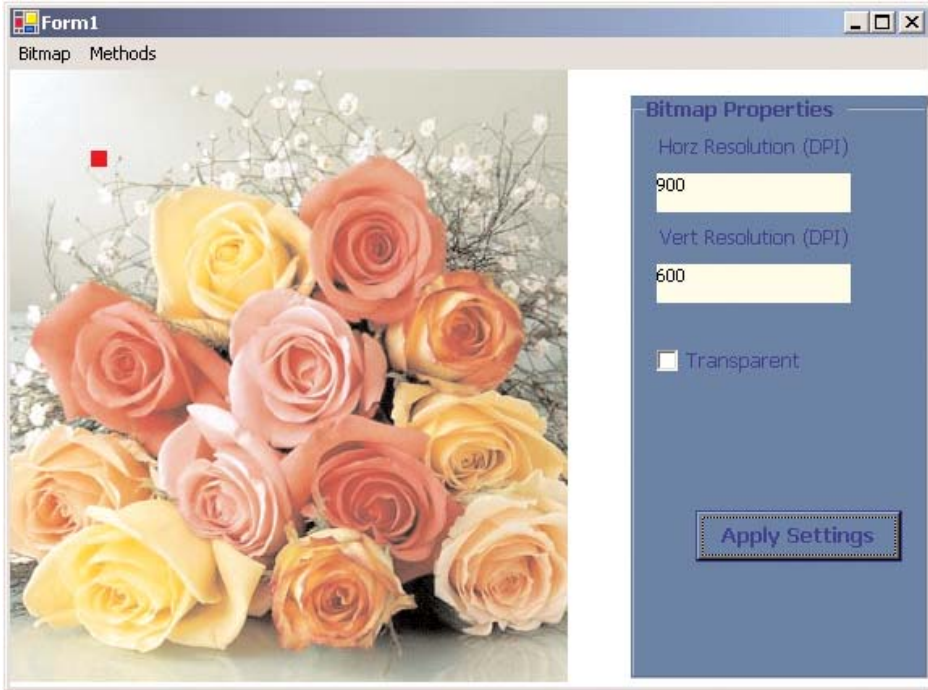


FIGURE 7.34: Changing the pixel colors of a bitmap

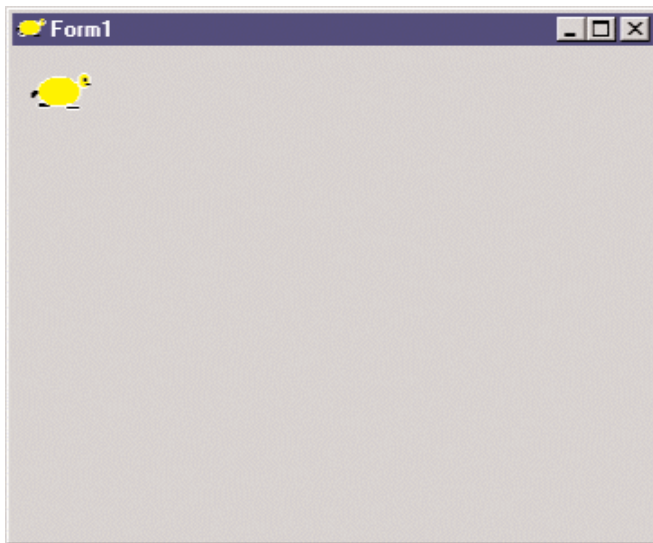


FIGURE 7.35: Viewing icons

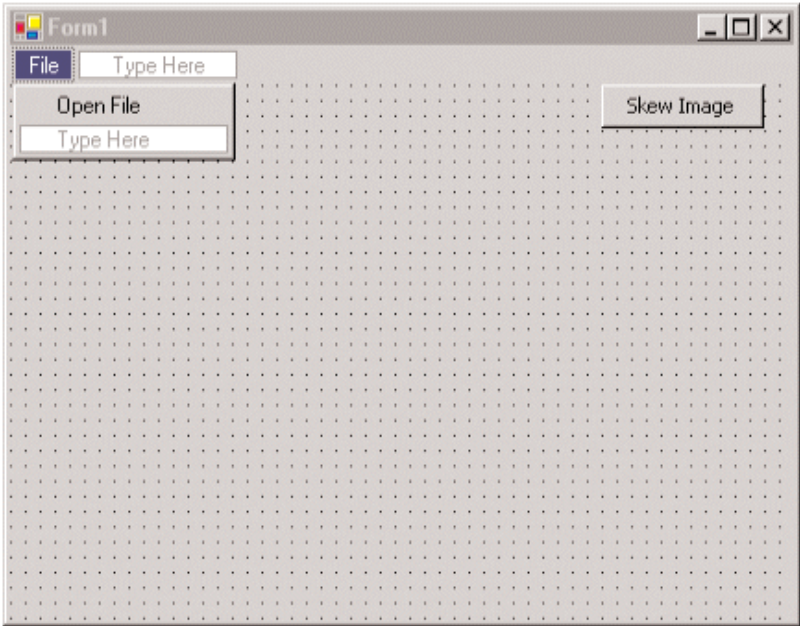


FIGURE 7.36: A skewing application



FIGURE 7.37: Normal view of an image

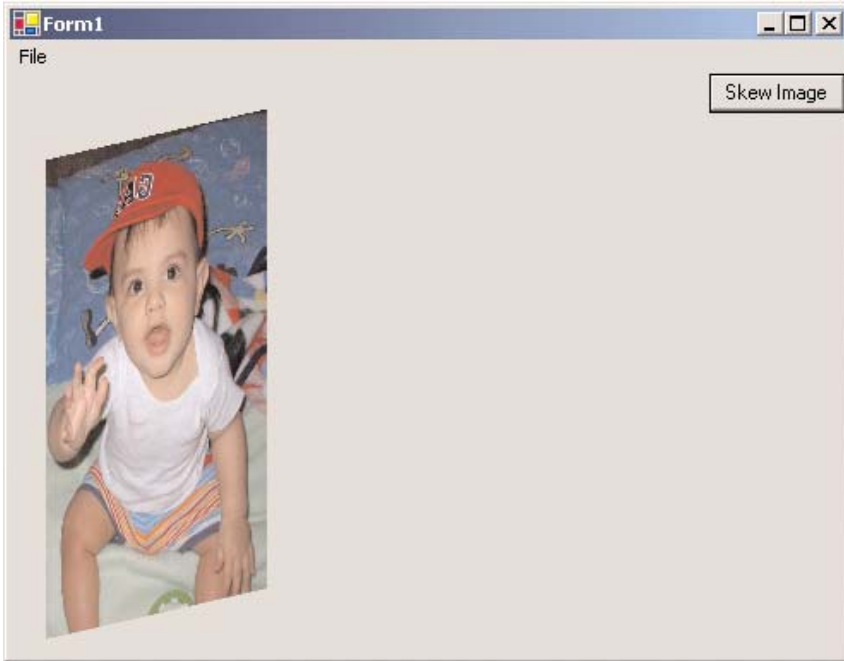


FIGURE 7.38: Skewed image



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

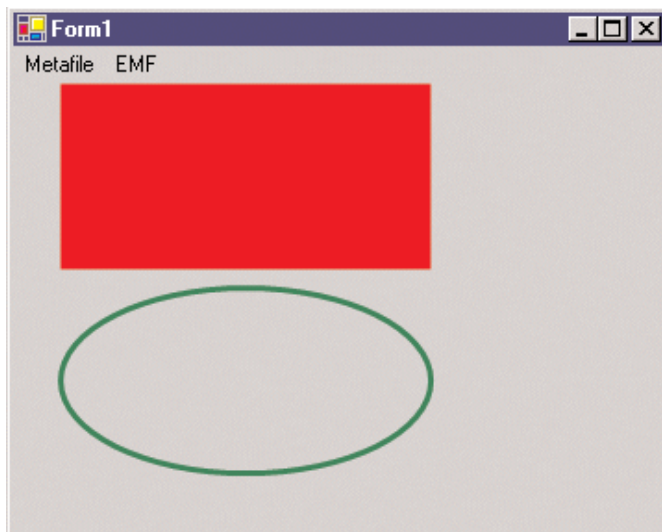


FIGURE 8.3: Viewing a metfile

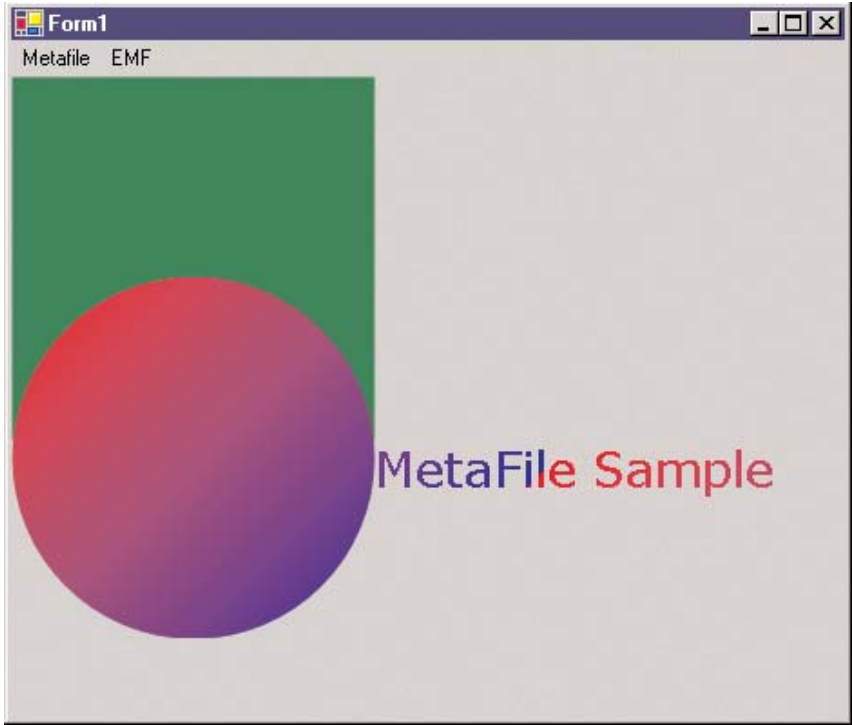


FIGURE 8.4: A metafile created programmatically

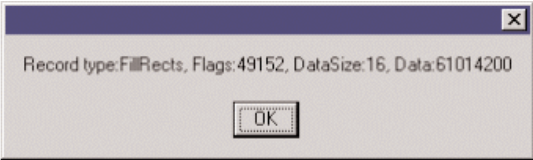


FIGURE 8.5: Reading metafile records



FIGURE 8.6: Reading metafile header attributes

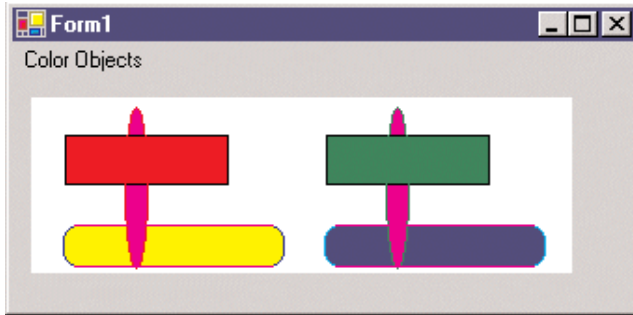


FIGURE 8.7: Applying a color remap table



FIGURE 8.8: Wrapping images



FIGURE 8.9: Drawing semitransparent images



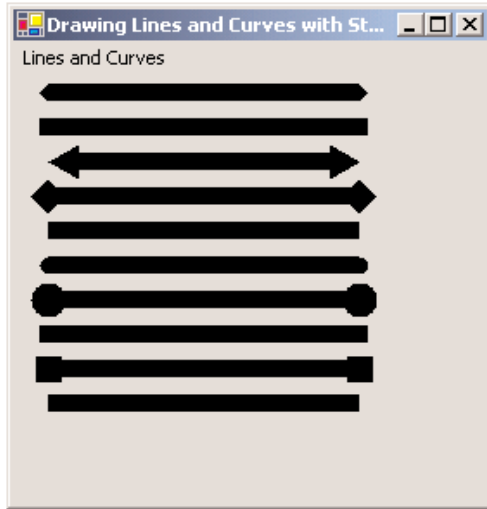


FIGURE 9.4: Reading line caps

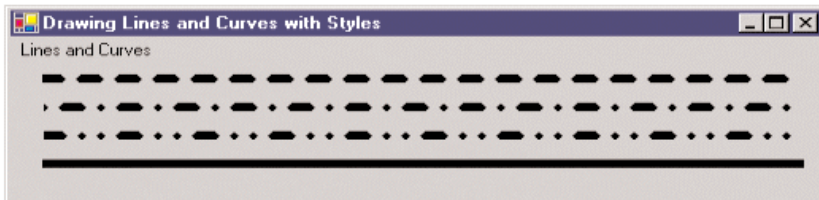


FIGURE 9.5: Reading line dash styles

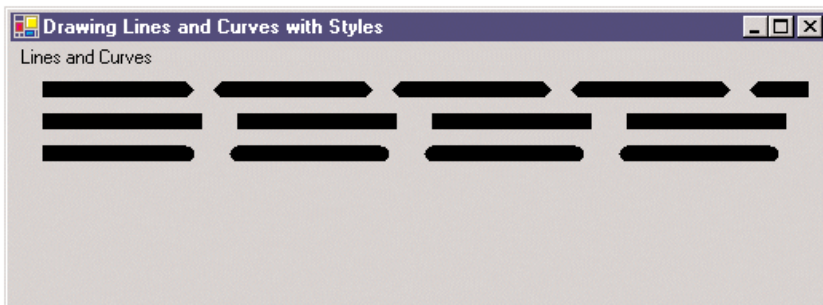


FIGURE 9.6: Getting line dash caps

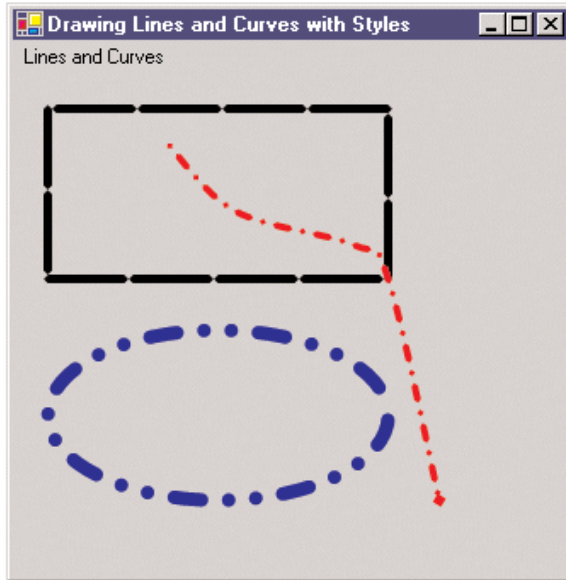


FIGURE 9.7: A rectangle, an ellipse, and a curve with different line styles



FIGURE 9.8: A line with custom caps

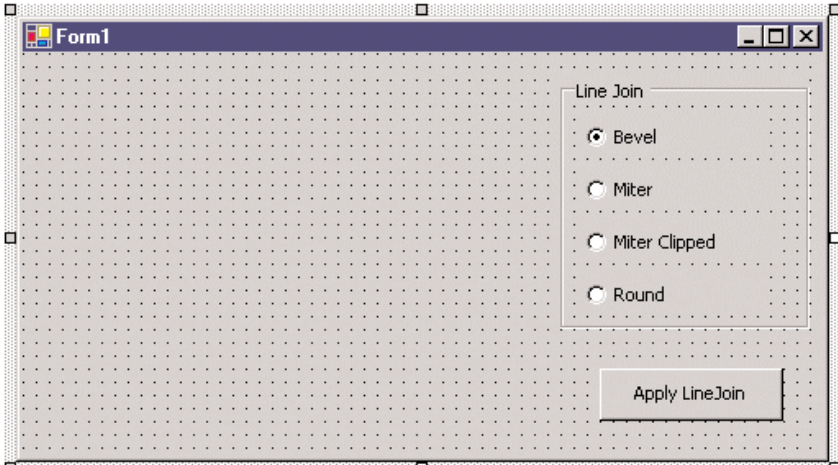
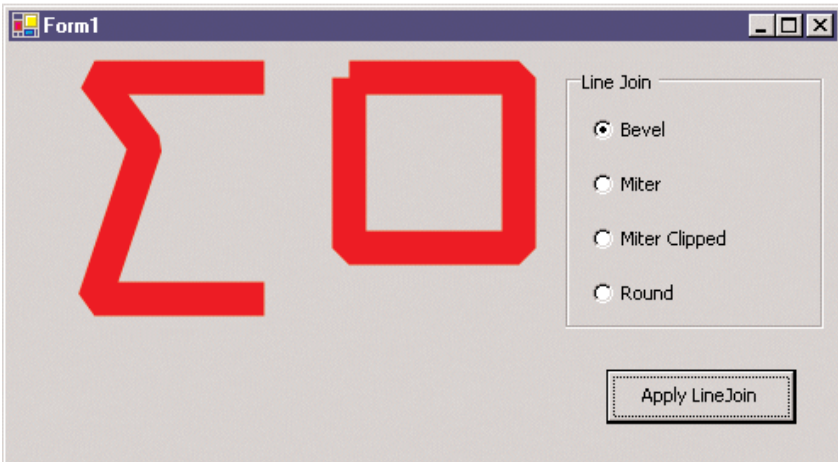


FIGURE 9.9: The line join test application



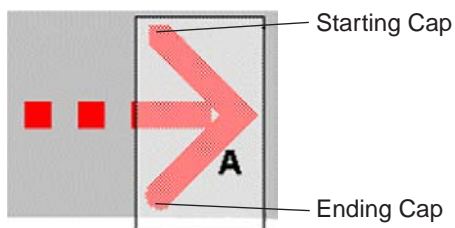
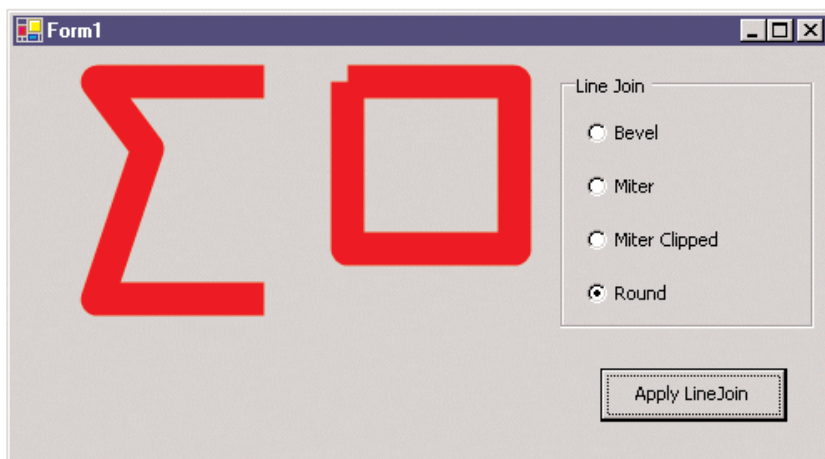
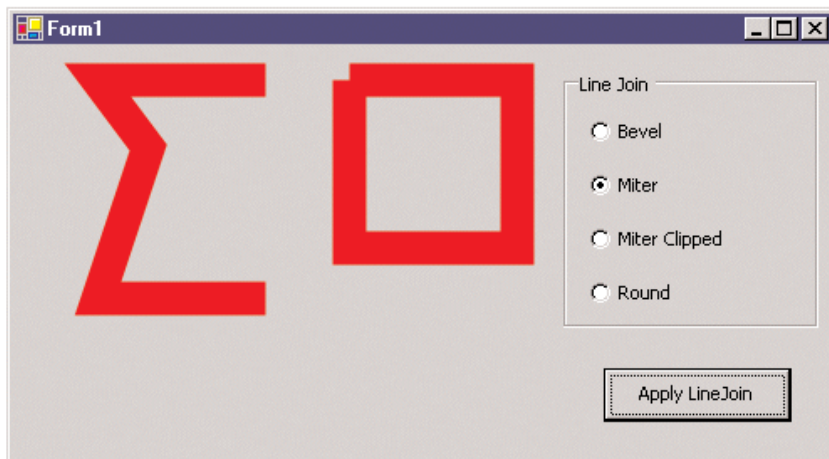


FIGURE 9.13: Customized starting and ending caps

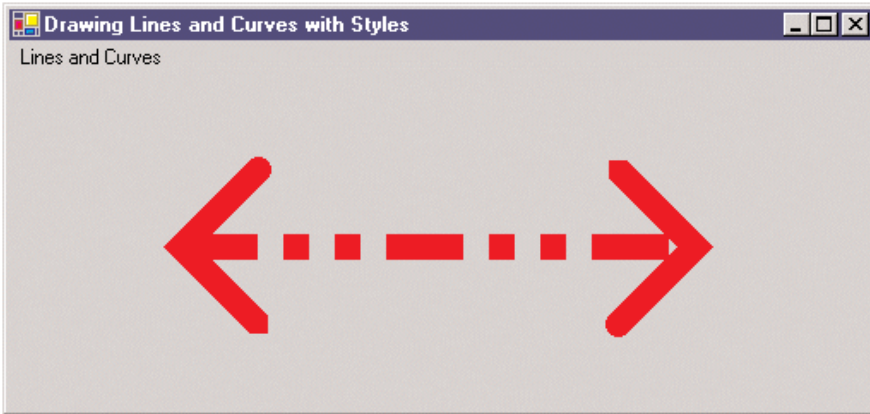


FIGURE 9.14: Setting customized starting and ending caps

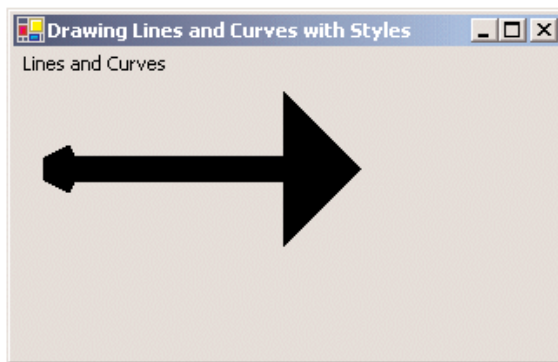


FIGURE 9.15: Adjustable arrow caps

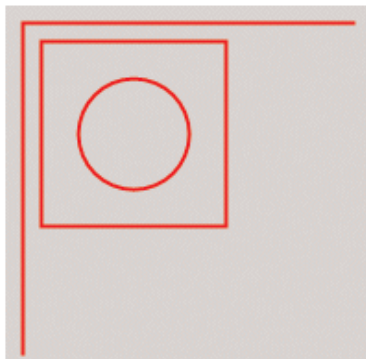


FIGURE 9.16: A simple graphics path

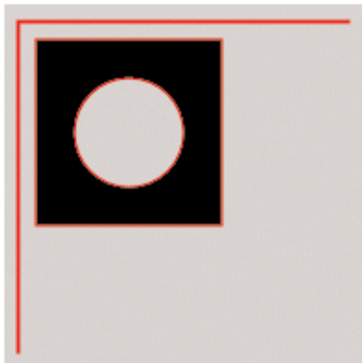


FIGURE 9.17: A filled graphics path



FIGURE 9.18: A shaped form



FIGURE 9.19: Three subpaths

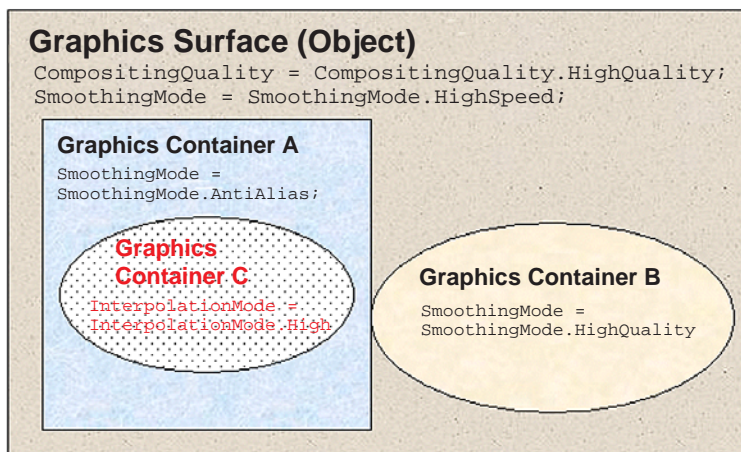


FIGURE 9.20: Nested containers

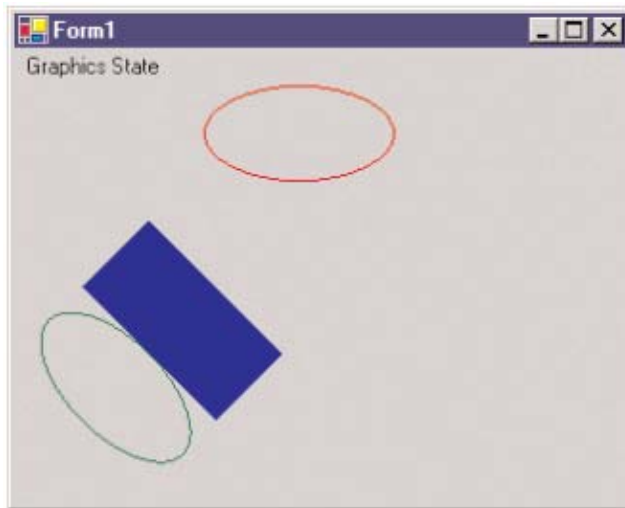
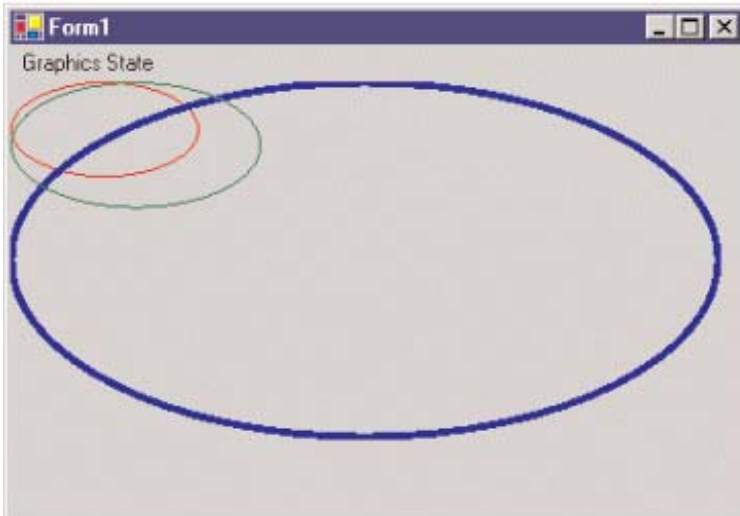


FIGURE 9.22: Saving and restoring graphics states



FIGURE 9.23: Using graphics containers to draw text

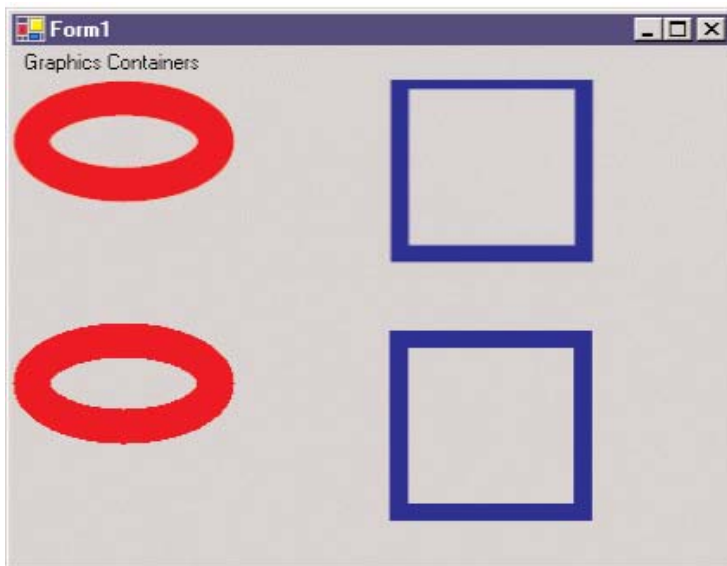


FIGURE 9.24: Using graphics containers to draw shapes

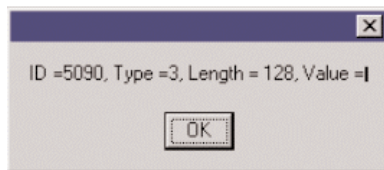


FIGURE 9.25: Reading the metadata of a bitmap

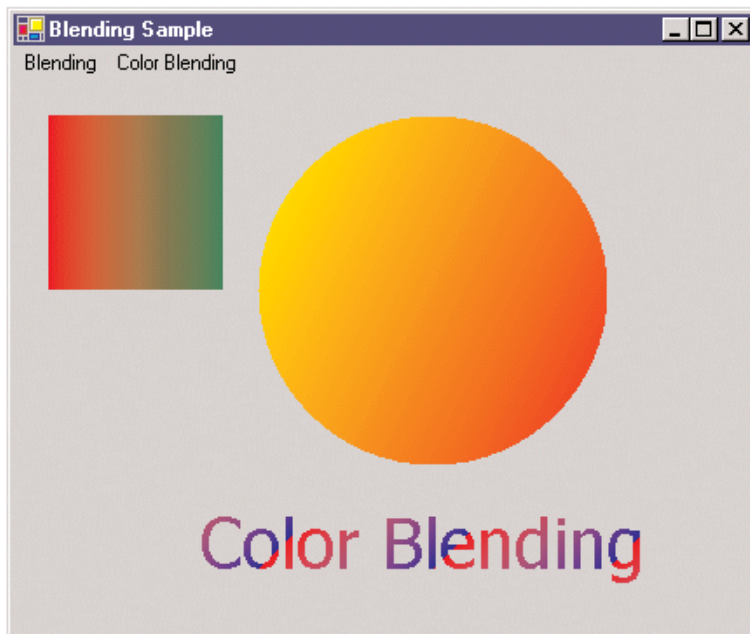


FIGURE 9.26: Color blending examples



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



FIGURE 9.28: Mixed blending effects

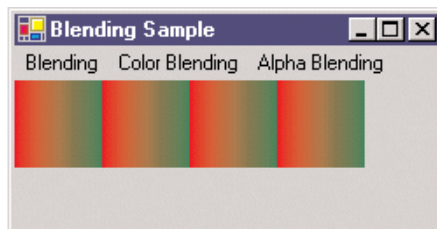


FIGURE 9.29: Using linear gradient brushes

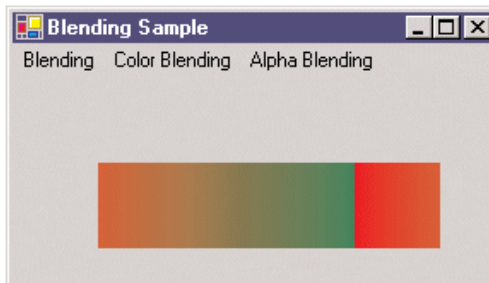
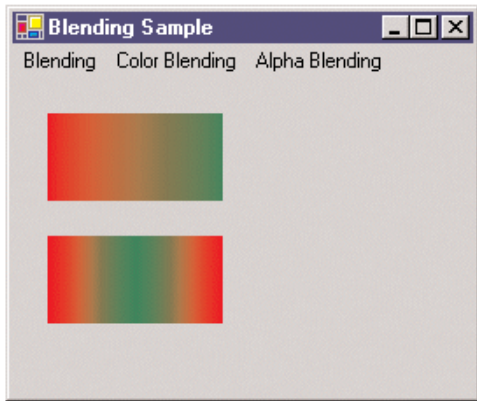
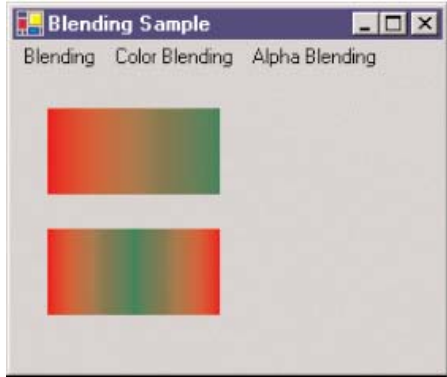


FIGURE 9.30: Using a rectangle in the linear gradient brush



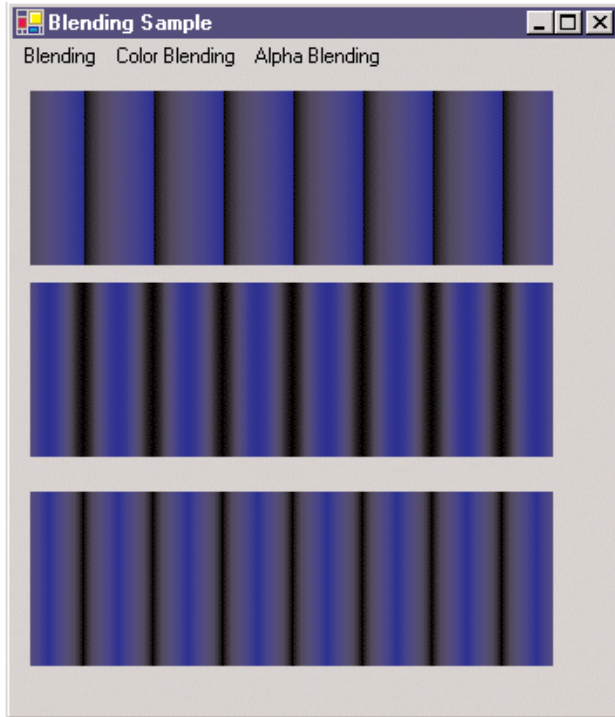


FIGURE 9.33: Comparing the effects of `SetBlendTriangularShape` and `SetSigmaBellShape`

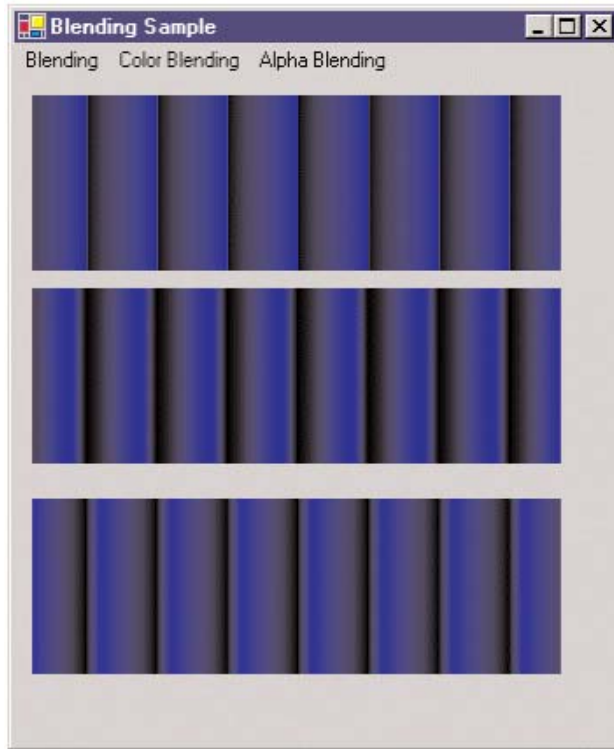


FIGURE 9.34: Setting the center of a gradient

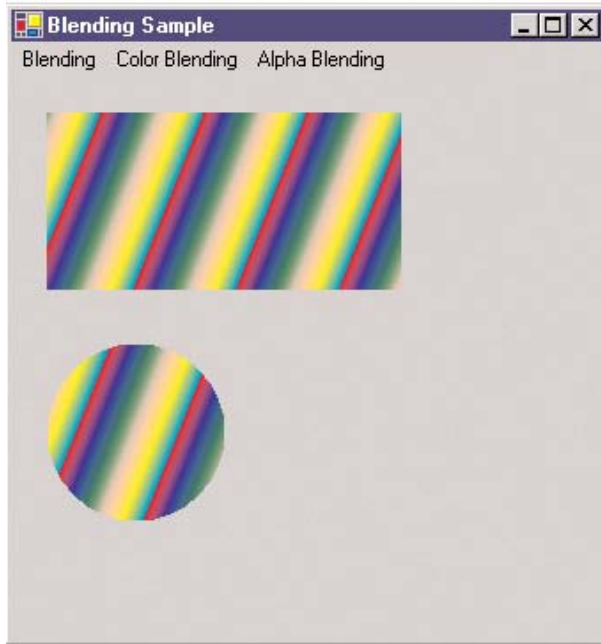


FIGURE 9.35: A multicolor gradient

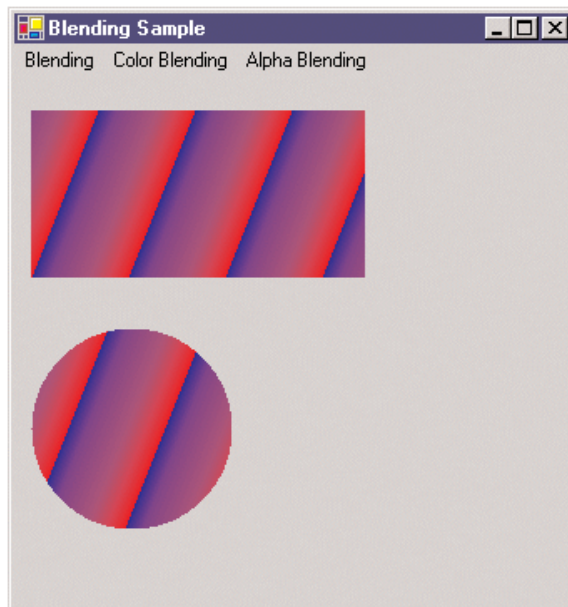


FIGURE 9.36: Using blending in a linear gradient brush

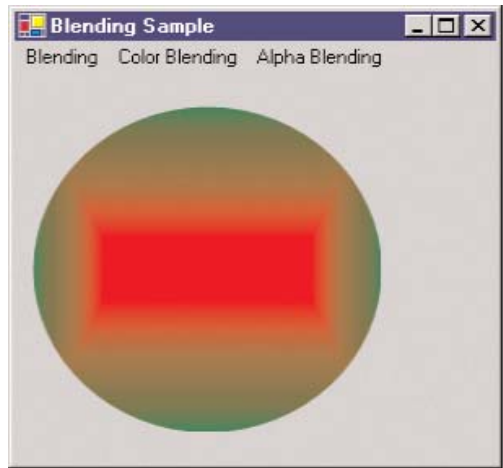
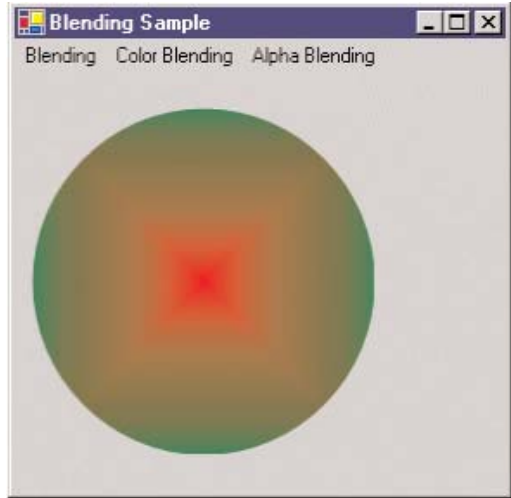


FIGURE 9.38: Setting the focus scale

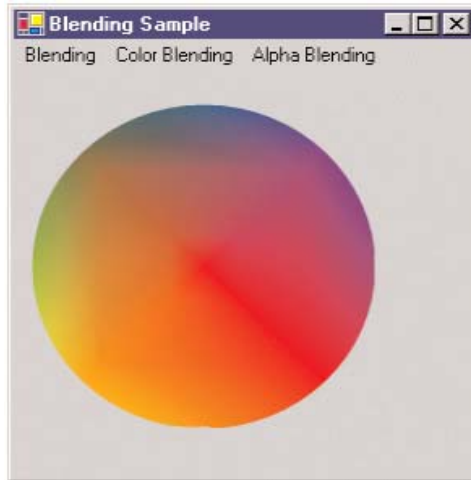
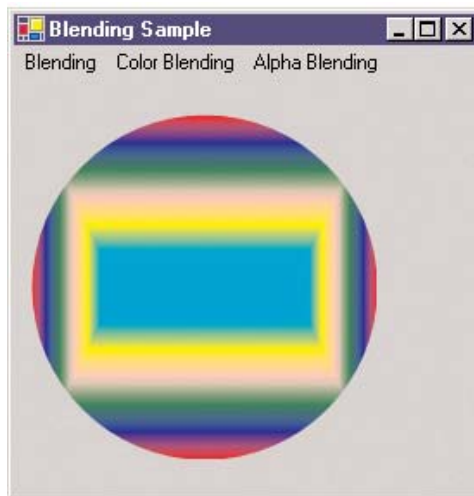


FIGURE 9.39: Blending multiple colors



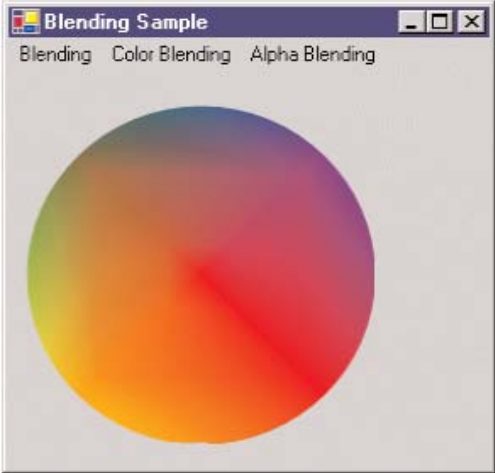
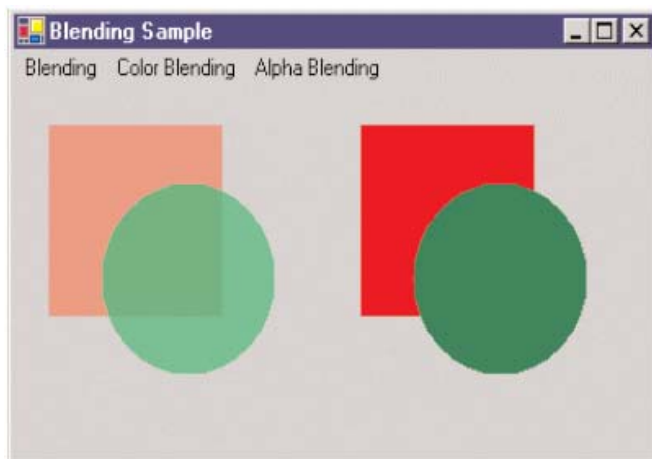


FIGURE 9.42: Drawing semitransparent graphics shapes



FIGURE 9.43: Drawing semitransparent shapes on an image



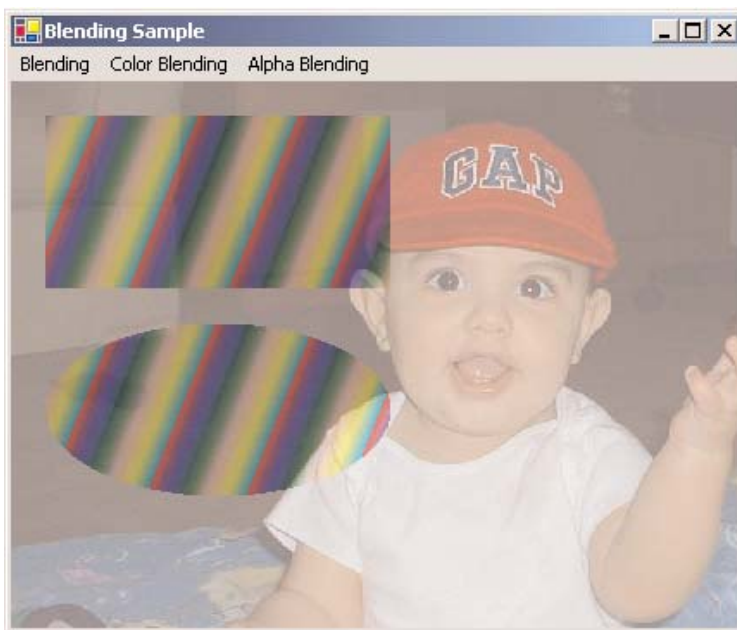
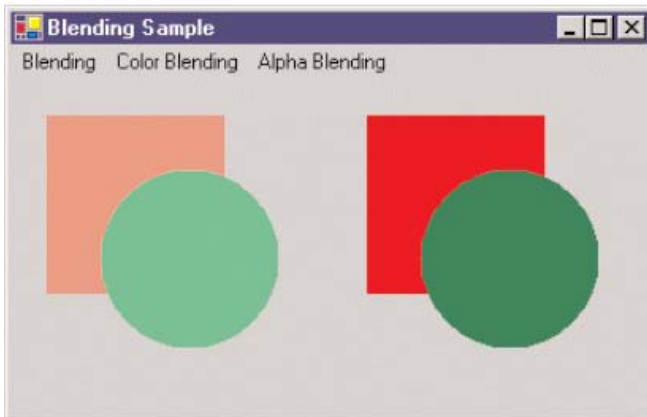
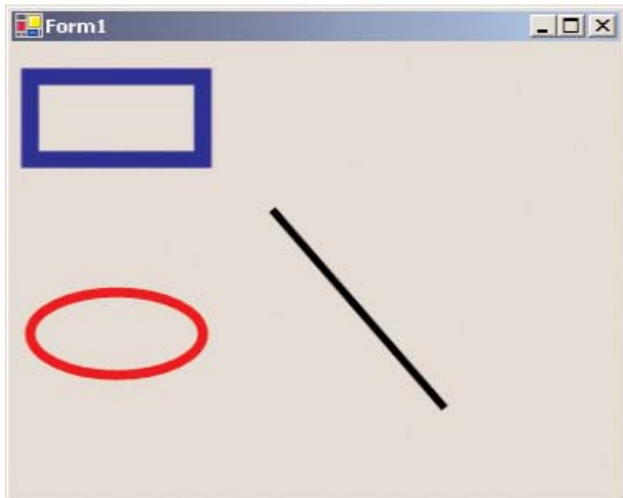
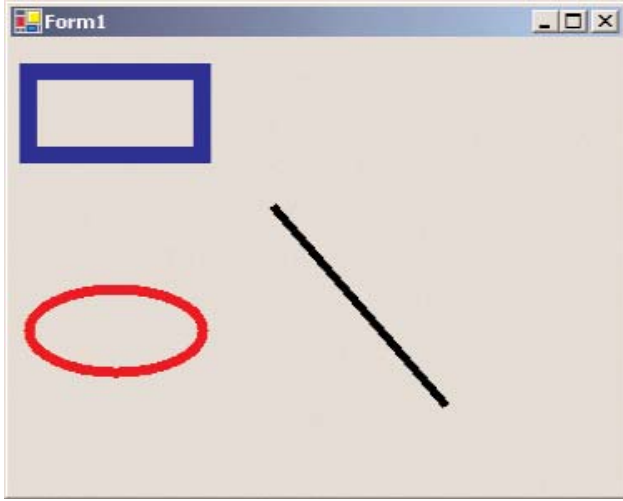


FIGURE 9.46: A mixed blending example



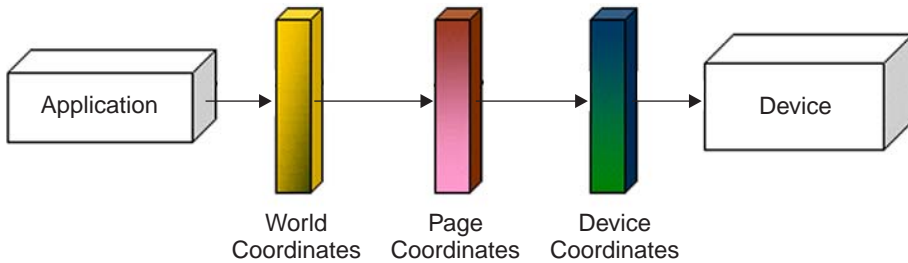


FIGURE 10.1: Steps in the transformation process

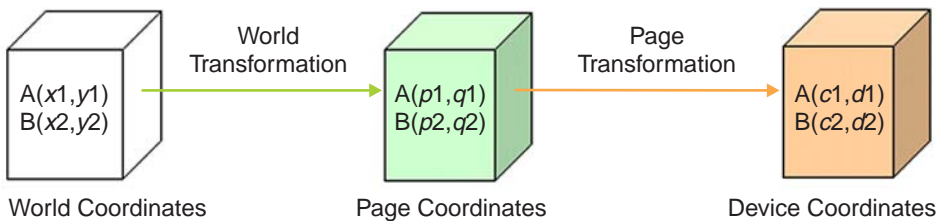


FIGURE 10.2: Transformation stages

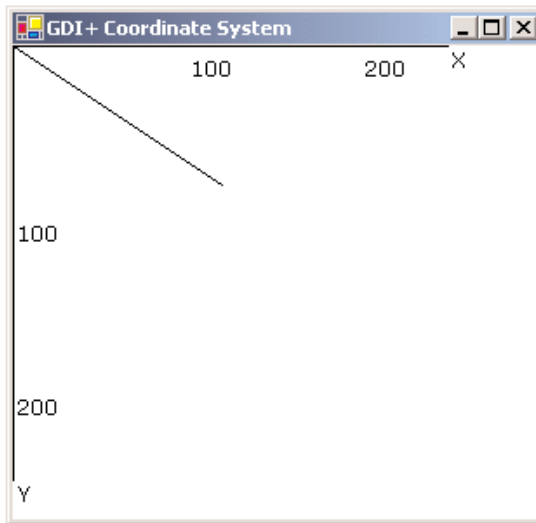


FIGURE 10.3: Drawing a line from point (0, 0) to point (120, 80)

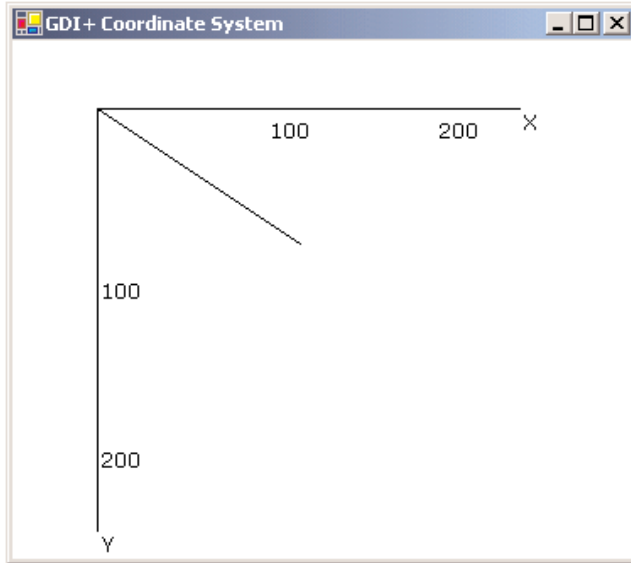
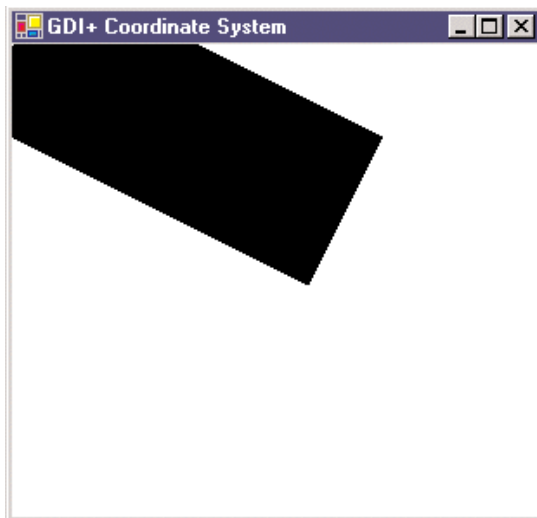


FIGURE 10.4: Drawing a line from point (0, 0) to point (120, 80) with origin (50, 40)



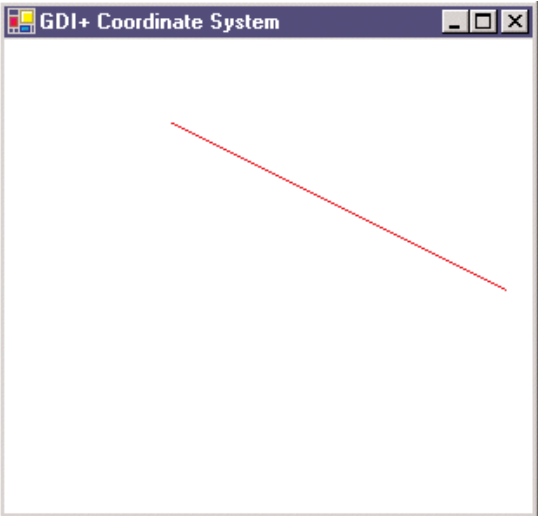
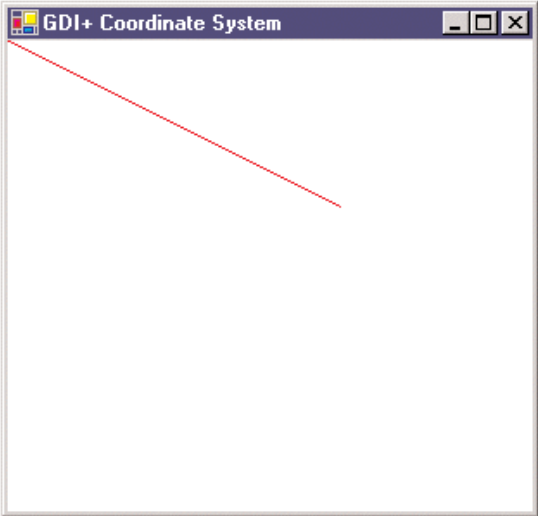


FIGURE 10.7: Combining page and device coordinates

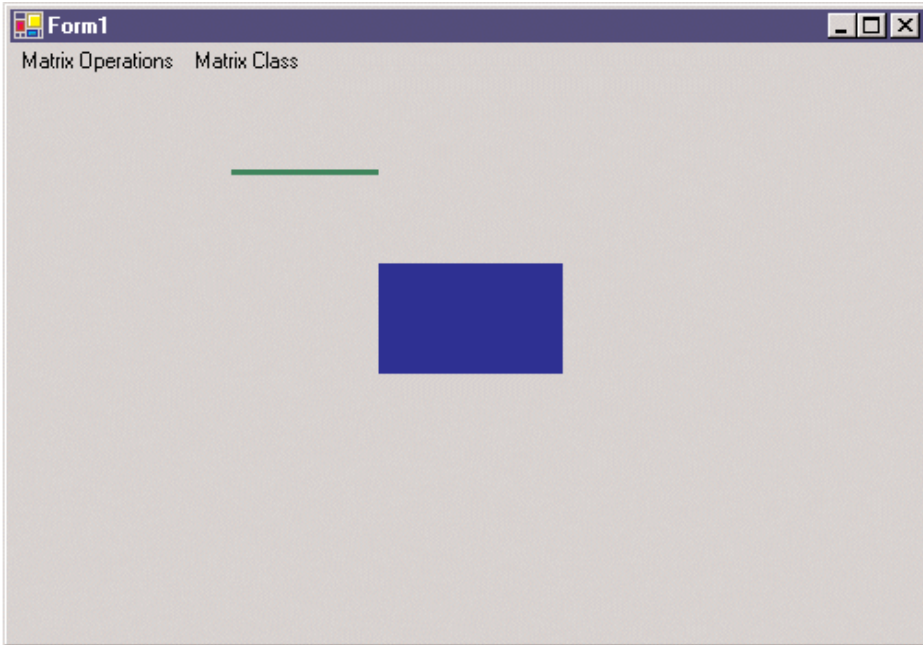


FIGURE 10.8: Drawing a line and filling a rectangle

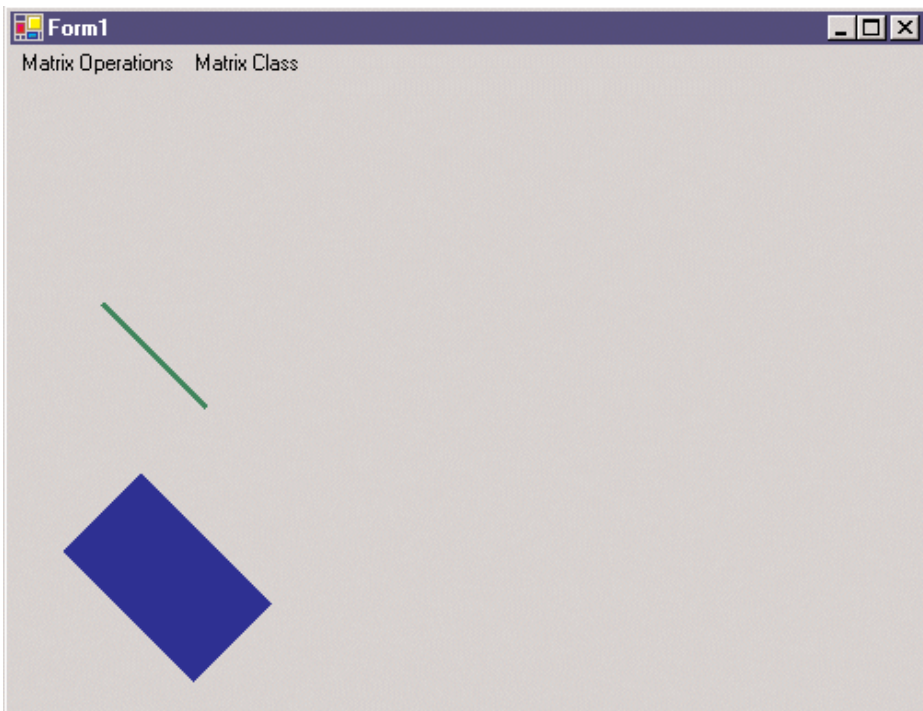


FIGURE 10.9: Rotating graphics objects

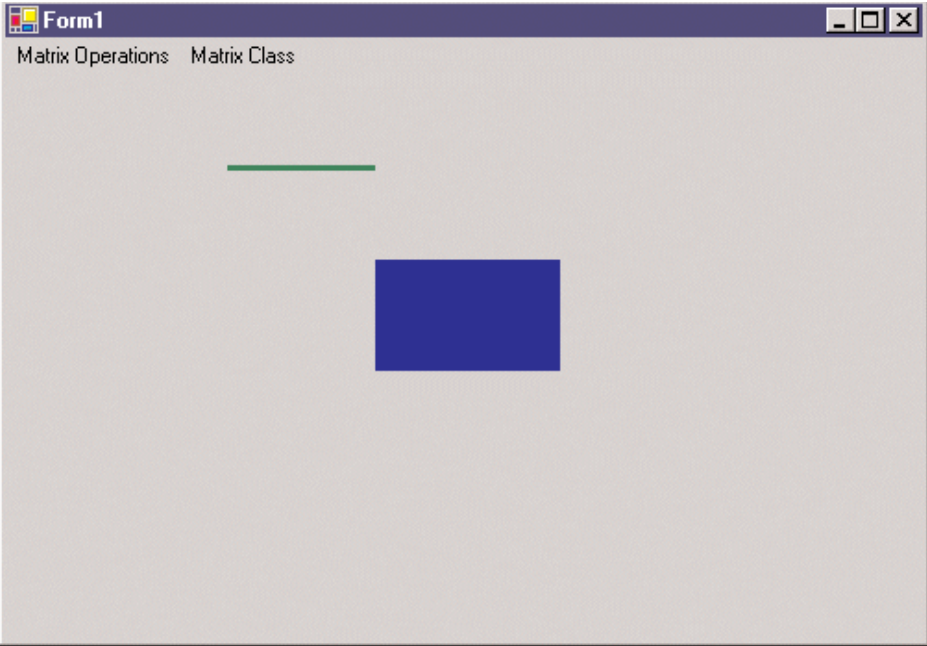
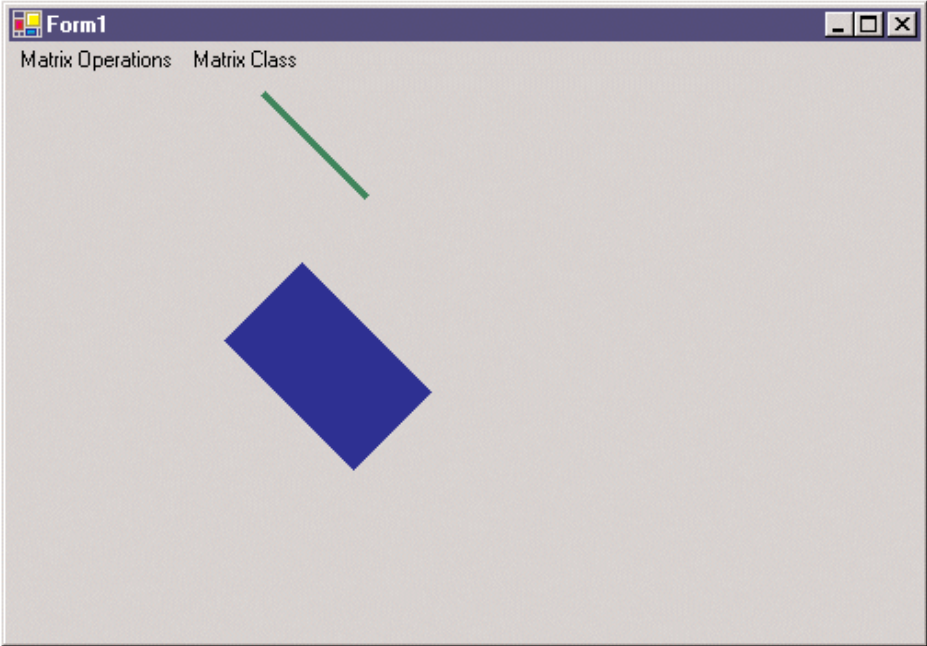


FIGURE 10.11: Resetting a transformation

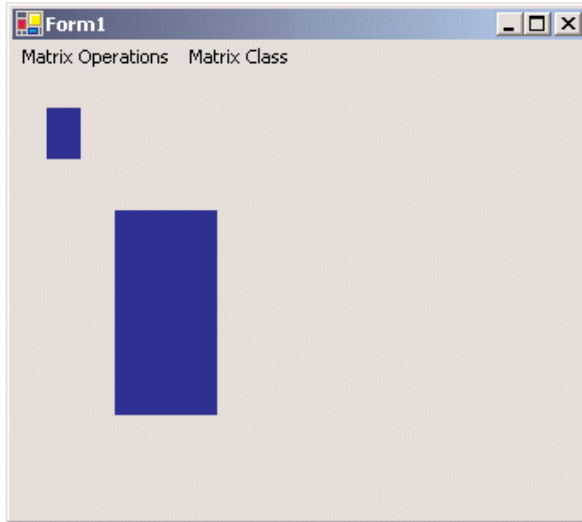


FIGURE 10.12: Scaling a rectangle

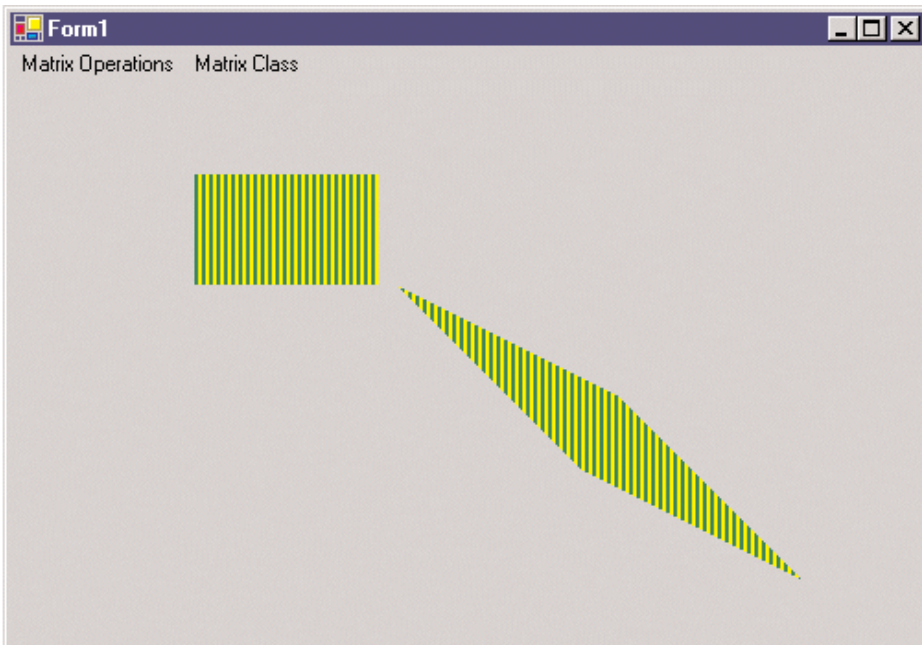


FIGURE 10.13: Shearing a rectangle

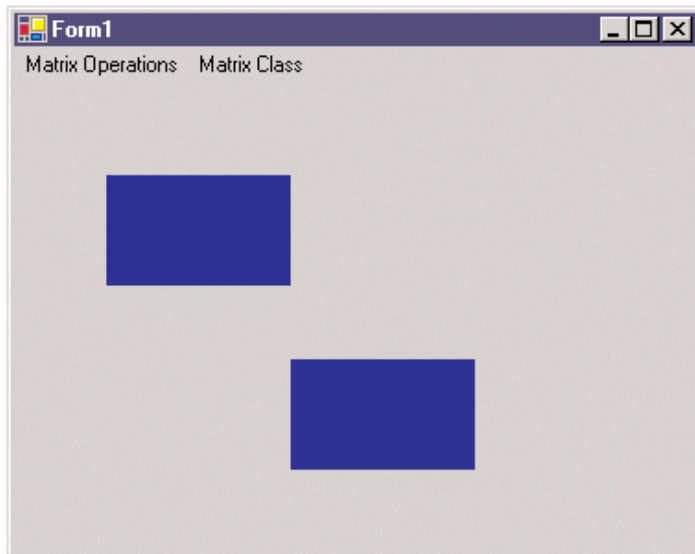


FIGURE 10.14: Translating a rectangle

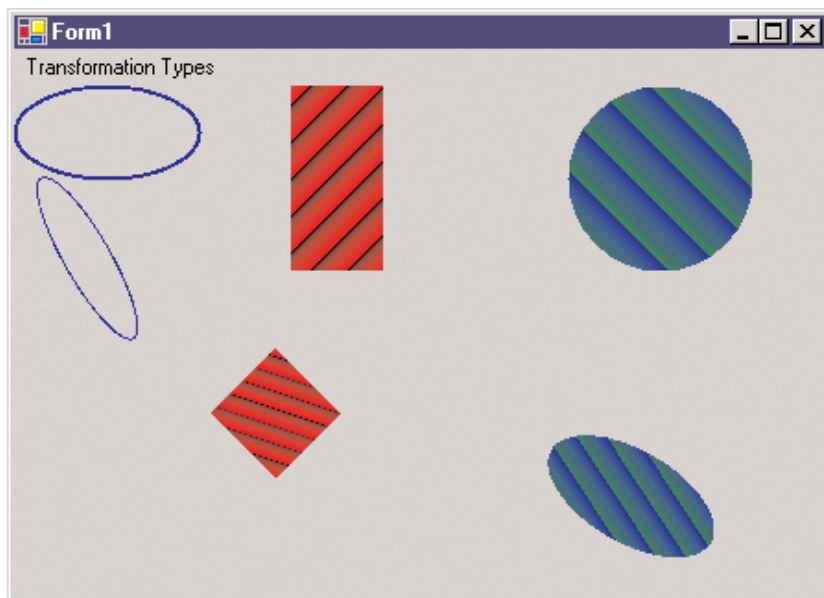


FIGURE 10.15: Composite transformation

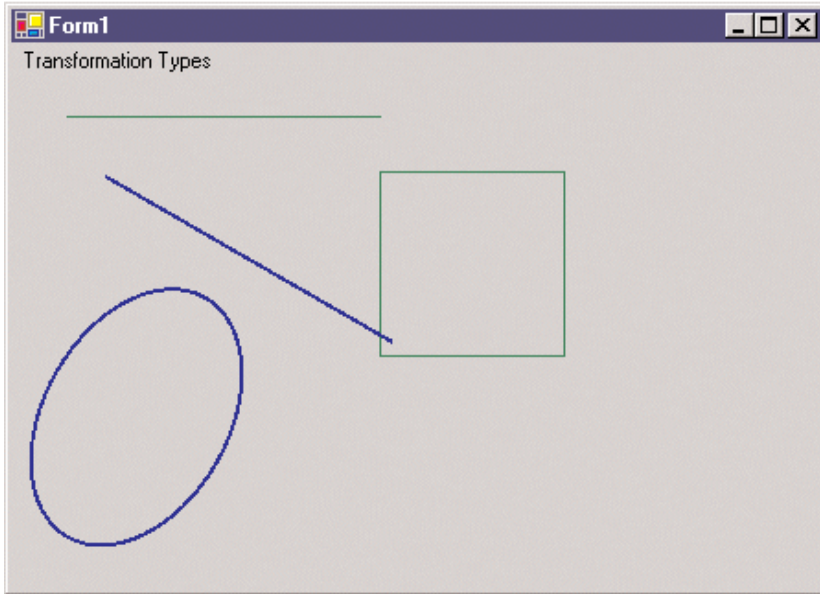


FIGURE 10.16: Local transformation



FIGURE 10.17: Rotating images



FIGURE 10.18: Scaling images



FIGURE 10.19: Translating images

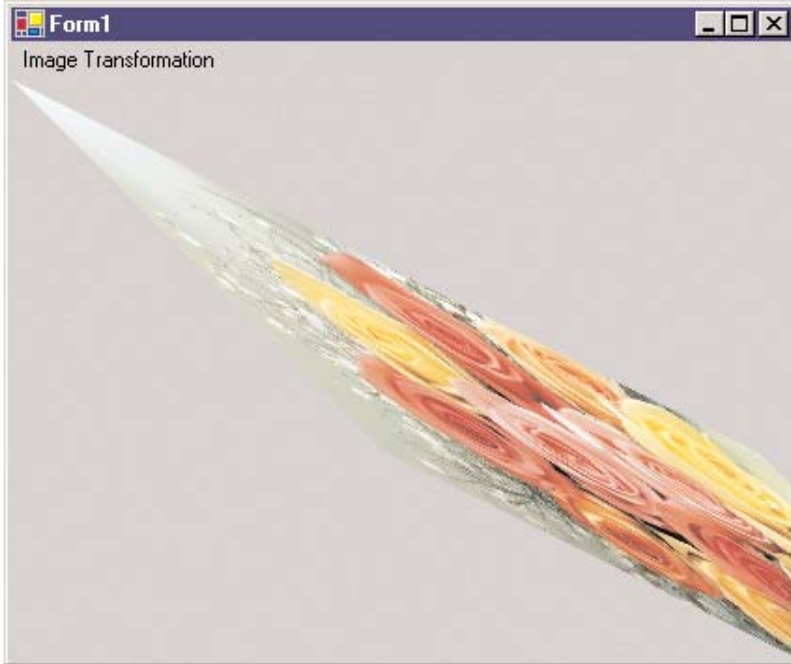


FIGURE 10.20: Shearing images



FIGURE 10.24: Translating colors



FIGURE 10.25: Scaling colors

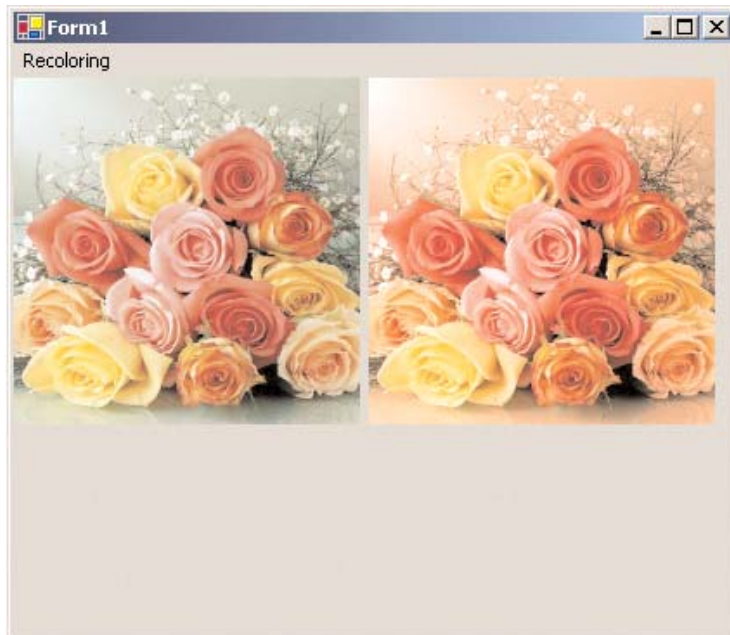


FIGURE 10.26: Shearing colors

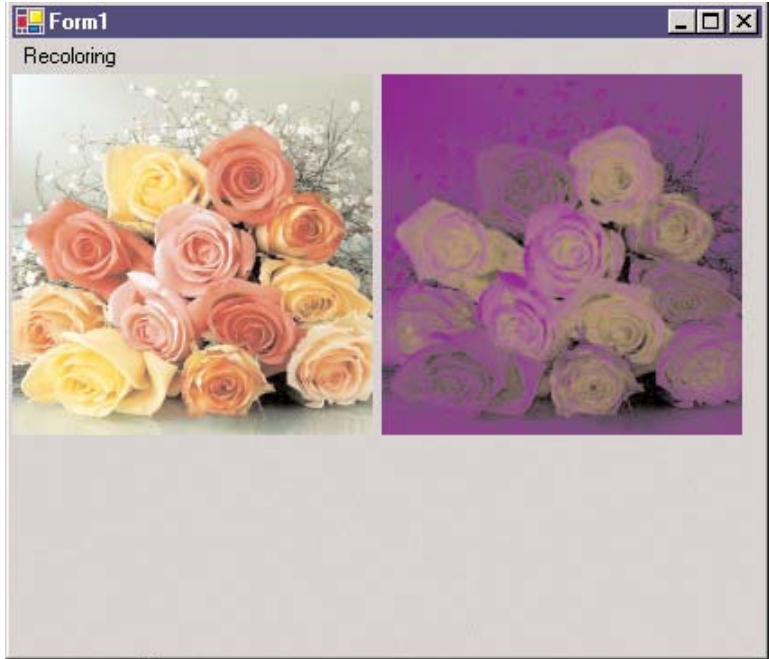


FIGURE 10.29: Rotating colors

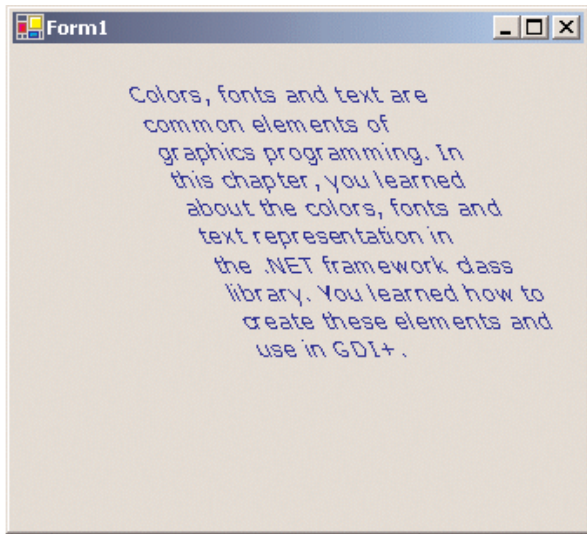


FIGURE 10.30: Using the transformation matrix to transform text

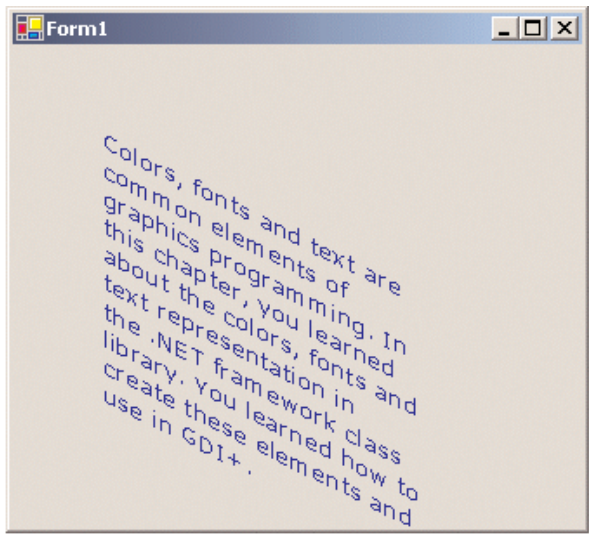


FIGURE 10.31: Using the transformation matrix to shear text

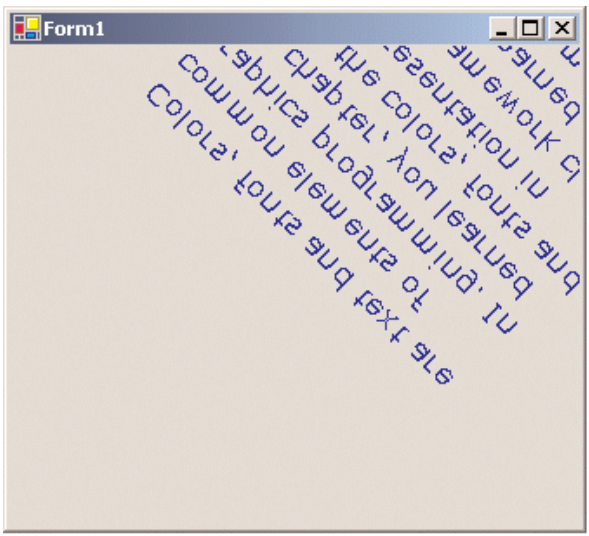


FIGURE 10.32: Using the transformation matrix to reverse text

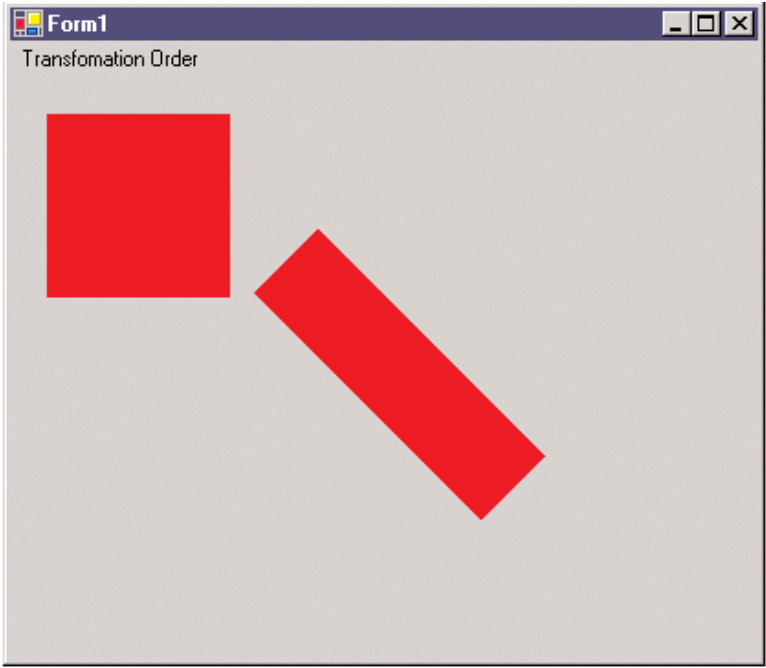
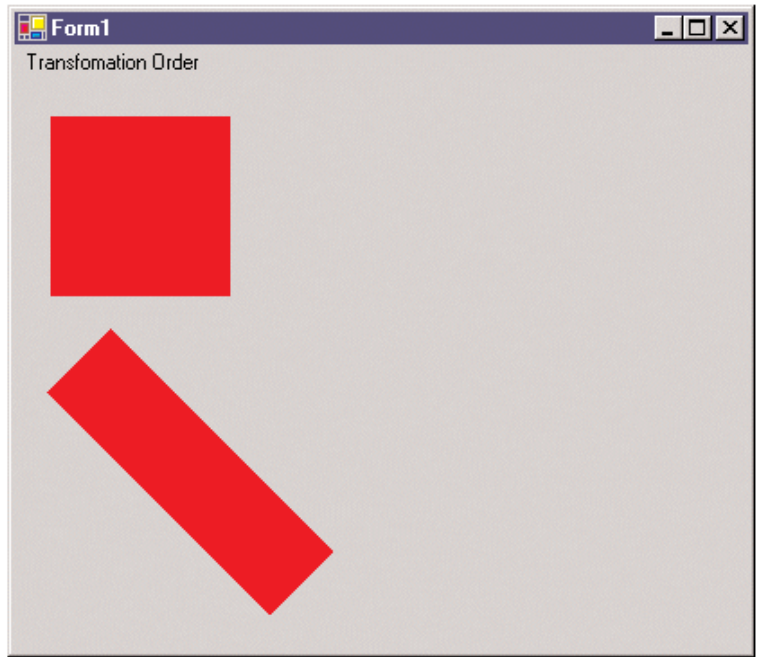


FIGURE 10.33: Scale \circ Rotate \circ Translate composite transformation



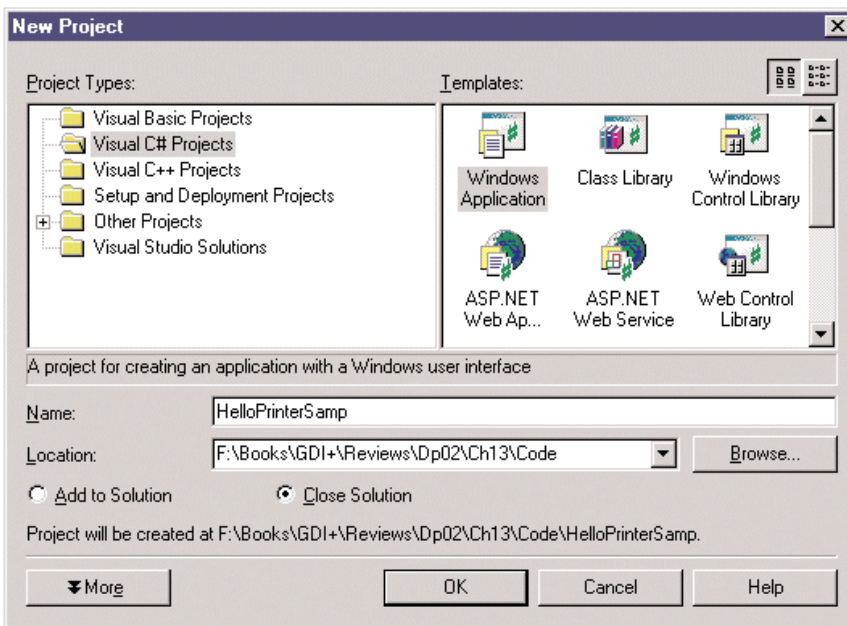
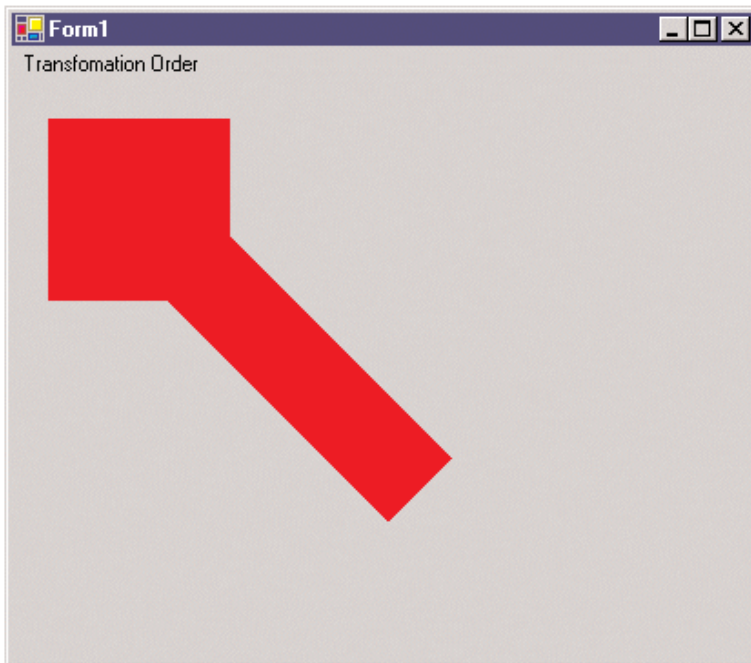


FIGURE 11.6: Creating a Windows application

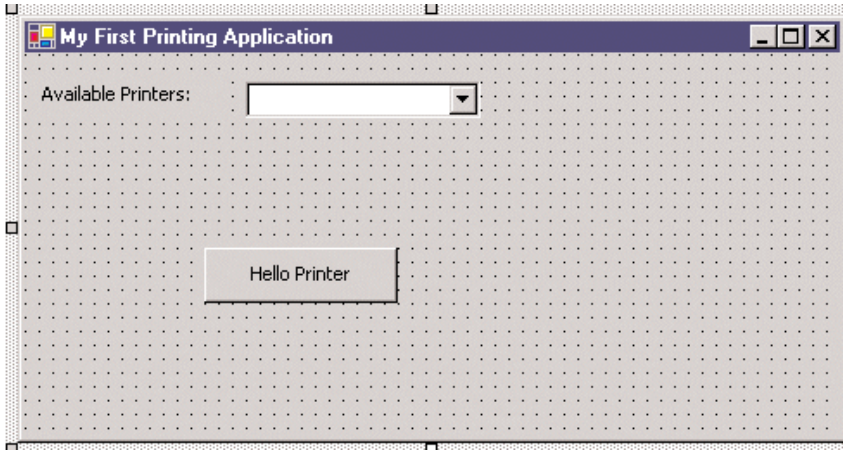


FIGURE 11.7: Your first printing application

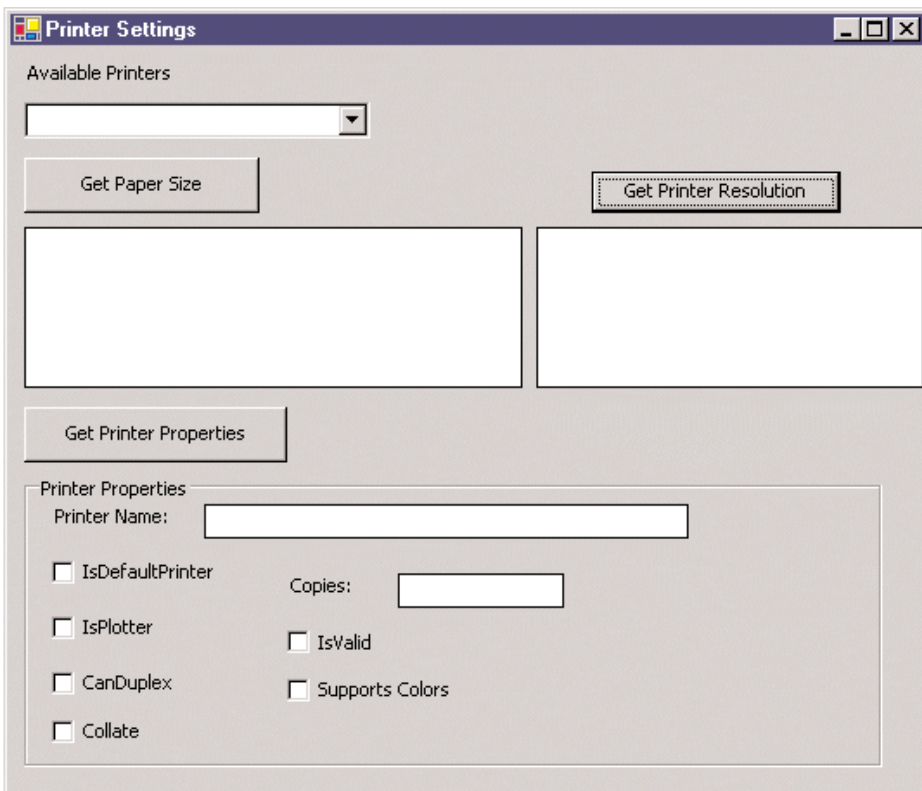


FIGURE 11.8: The printer settings form

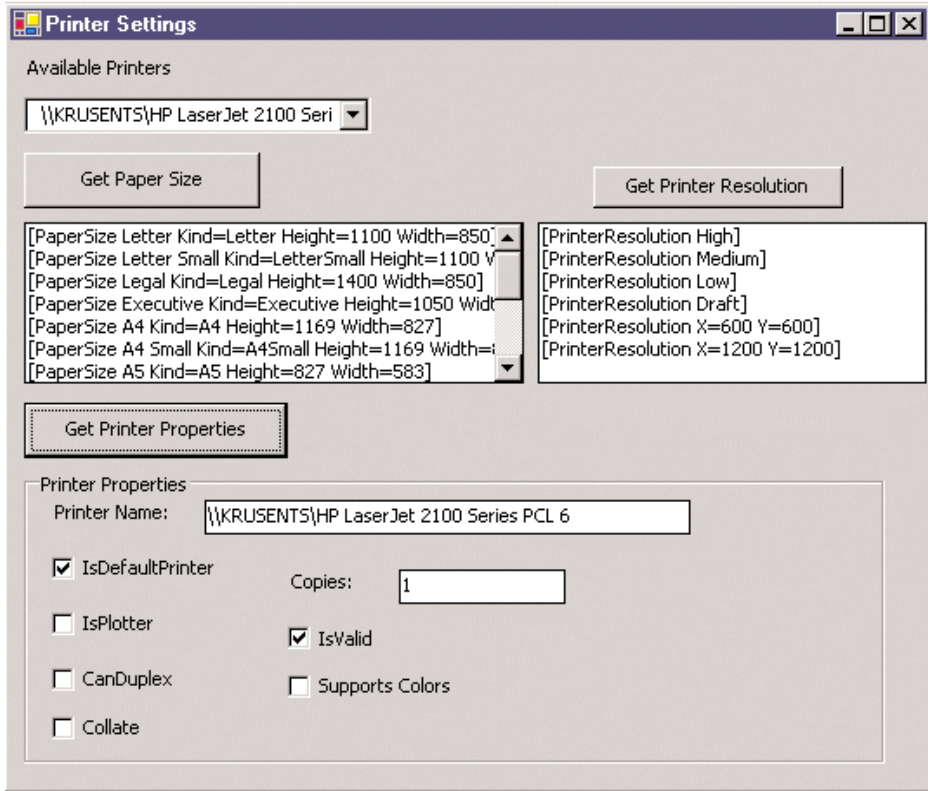


FIGURE 11.9: Reading printer properties

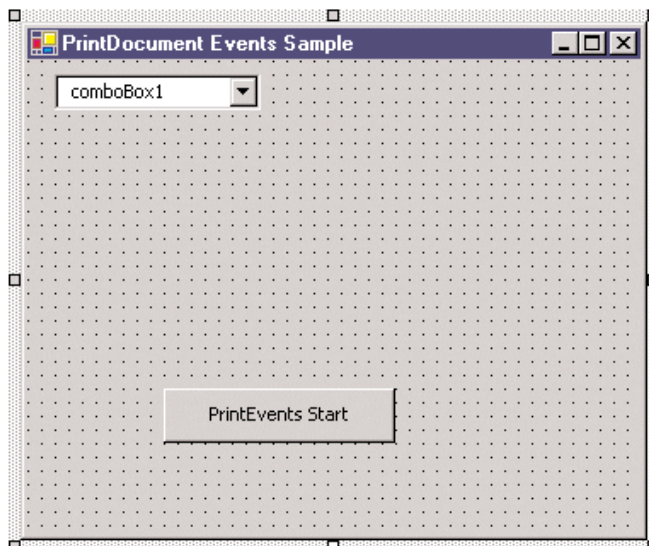


FIGURE 11.11: The print events application

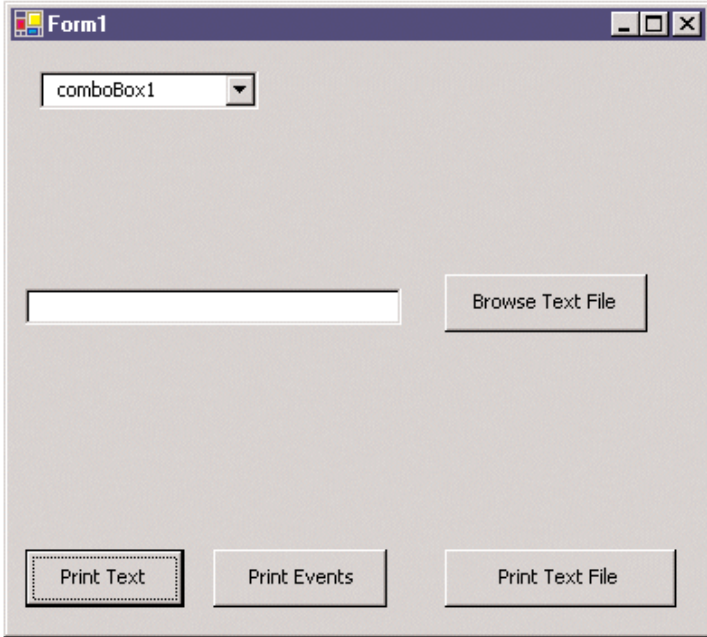


FIGURE 11.12: The form with text file printing options

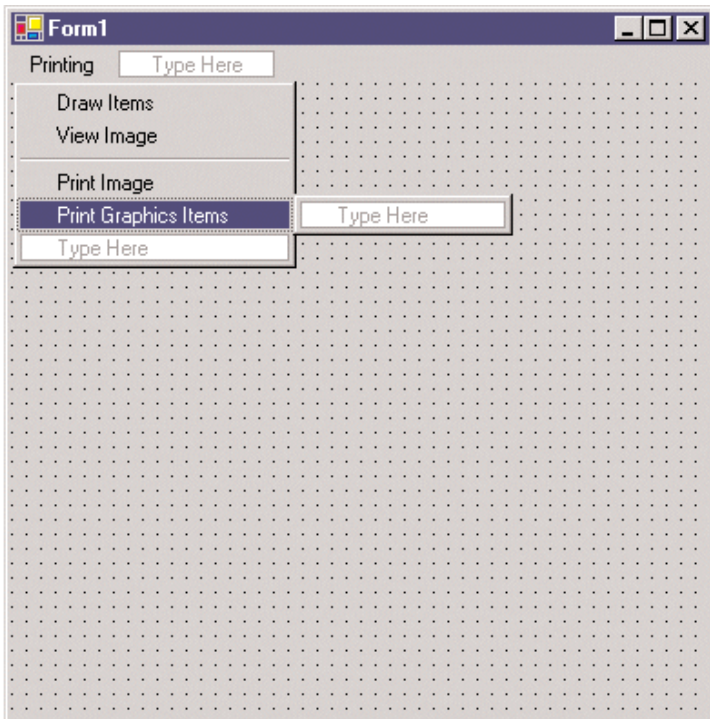


FIGURE 11.13: A graphics-printing application



FIGURE 11.14: Drawing simple graphics items

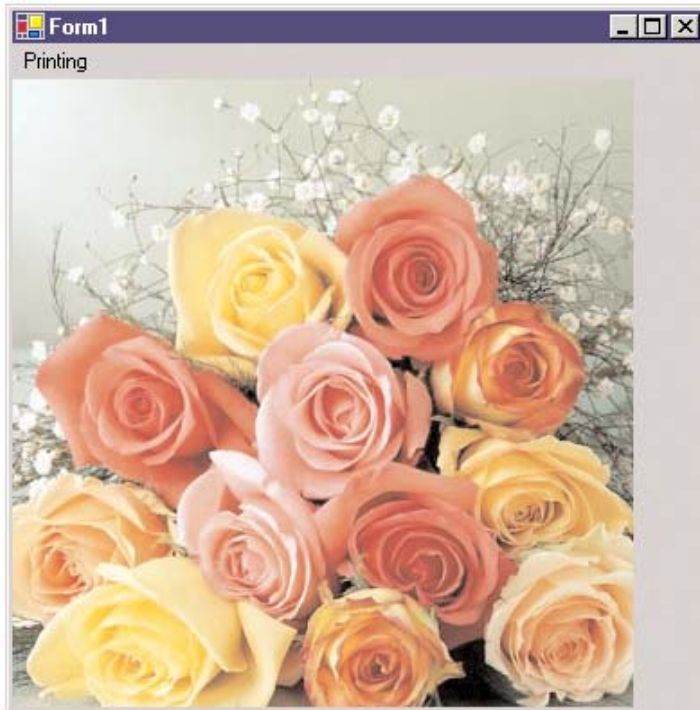


FIGURE 11.15: Viewing an image

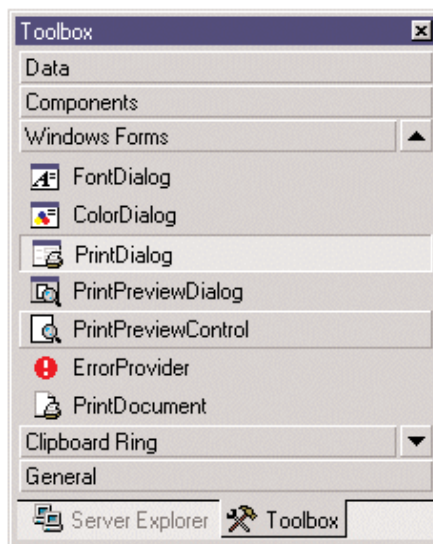


FIGURE 11.16: Print dialogs in the Visual Studio.NET toolbox

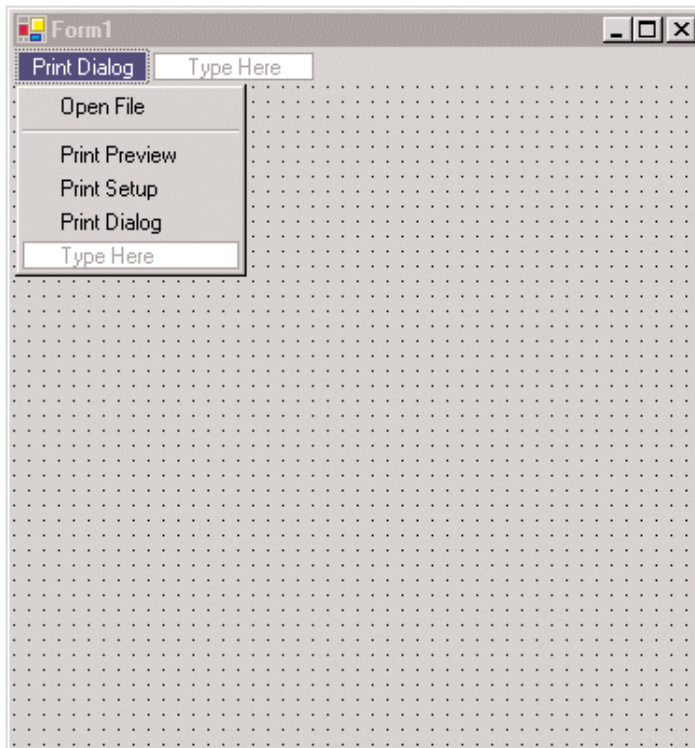


FIGURE 11.17: The print dialog application

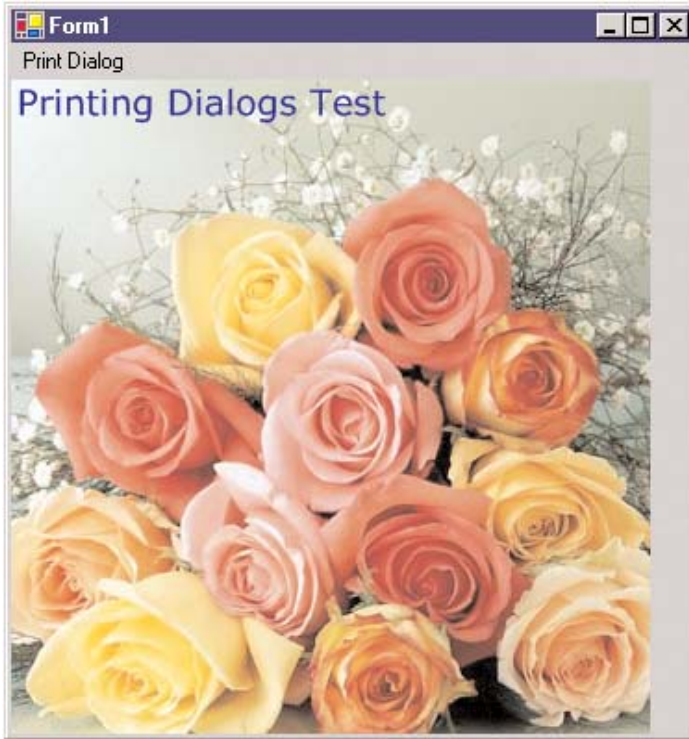


FIGURE 11.18: Viewing an image and text

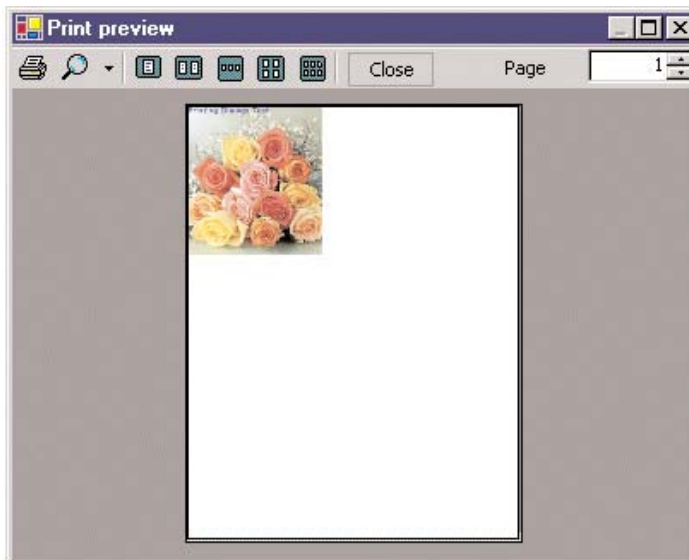


FIGURE 11.19: The print preview dialog

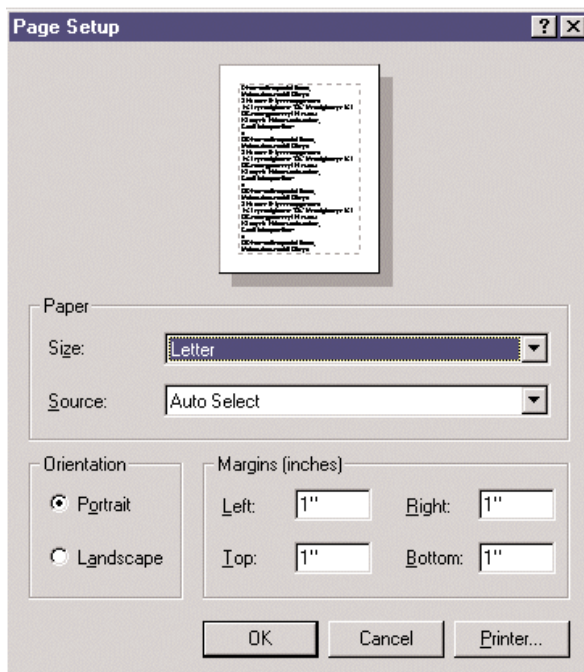


FIGURE 11.20: The page setup dialog

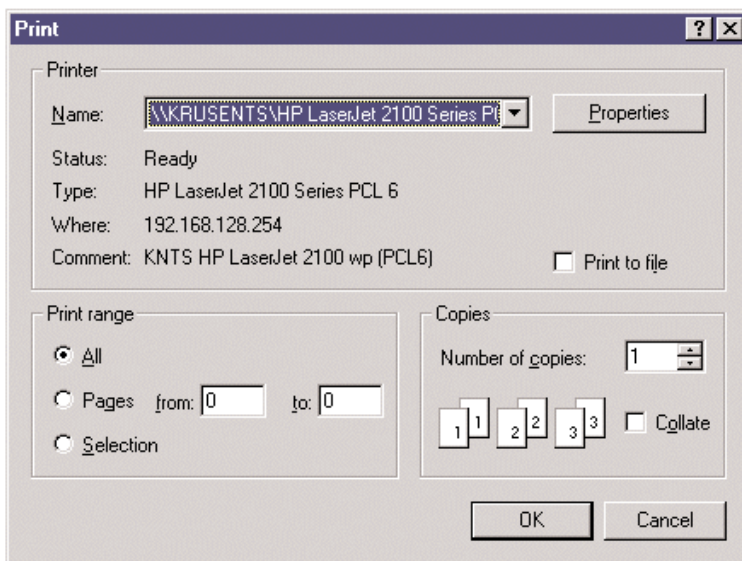


FIGURE 11.21: The print dialog

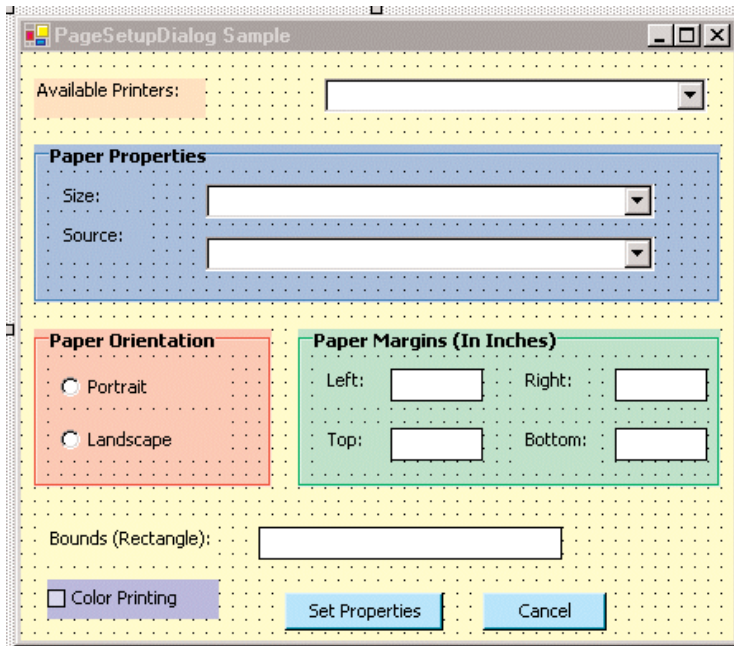
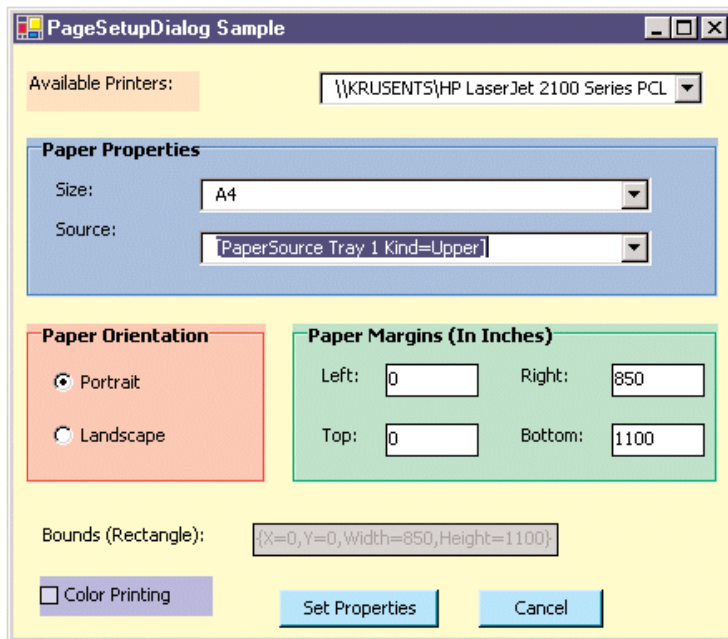


FIGURE 11.22: The custom page settings dialog



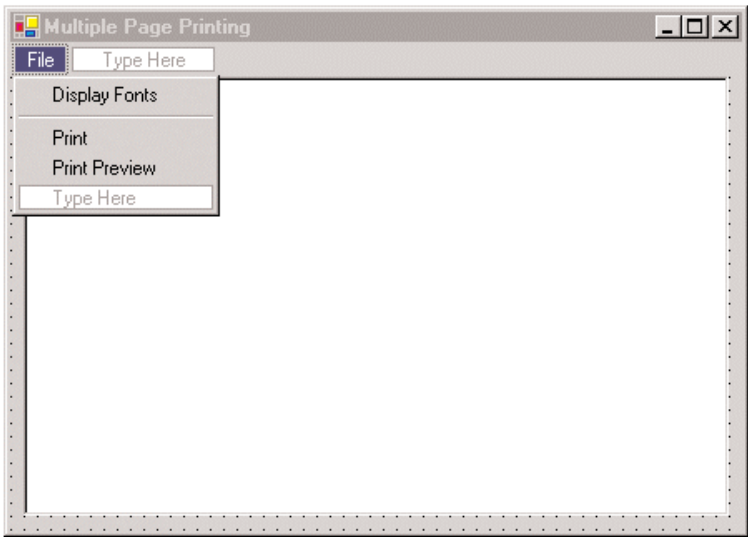


FIGURE 11.24: A form for printing multiple pages

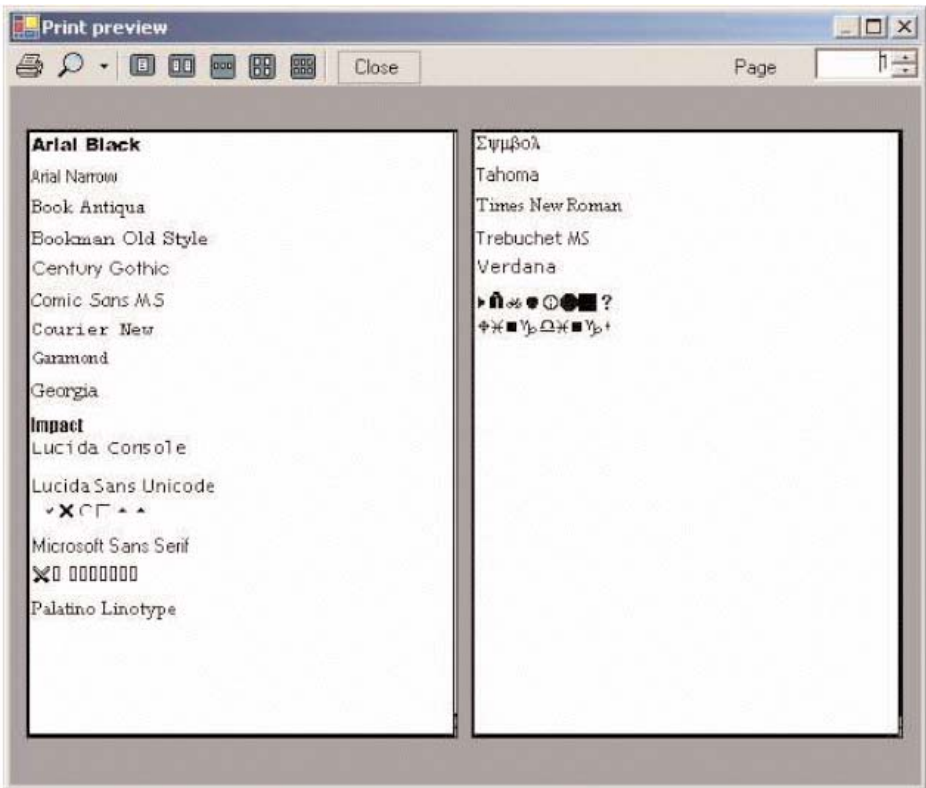


FIGURE 11.25: Print preview of multiple pages

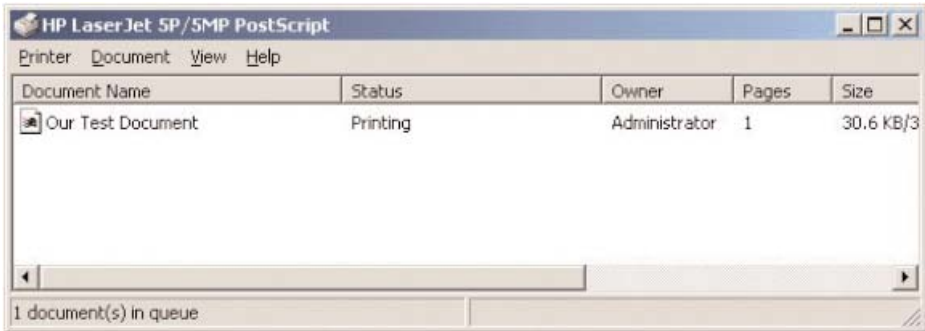


FIGURE 11.26: Setting a document name

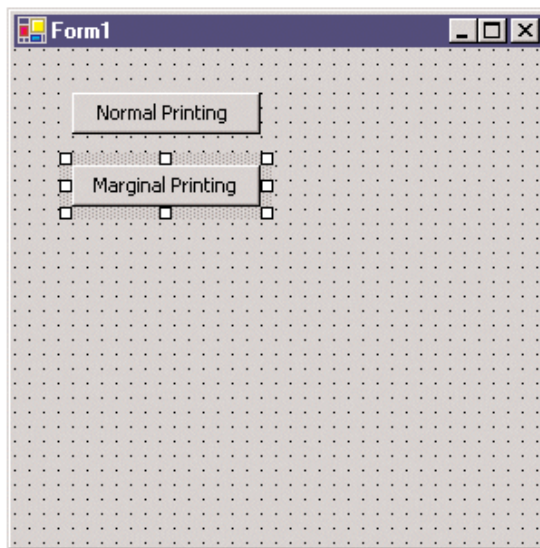


FIGURE 11.27: Marginal-printing test application

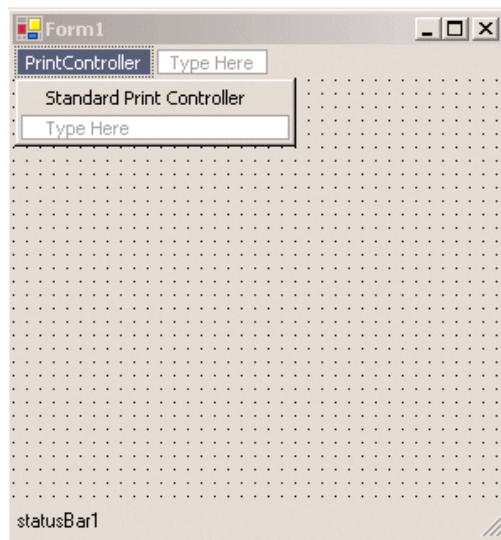


FIGURE 11.29: Print controller test form

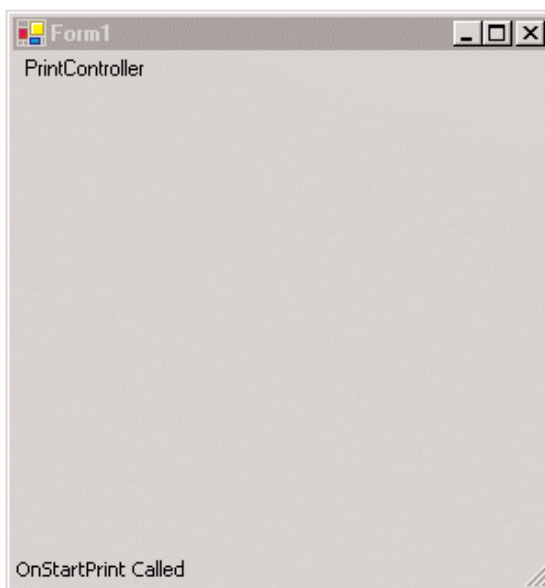


FIGURE 11.30: Print controller output

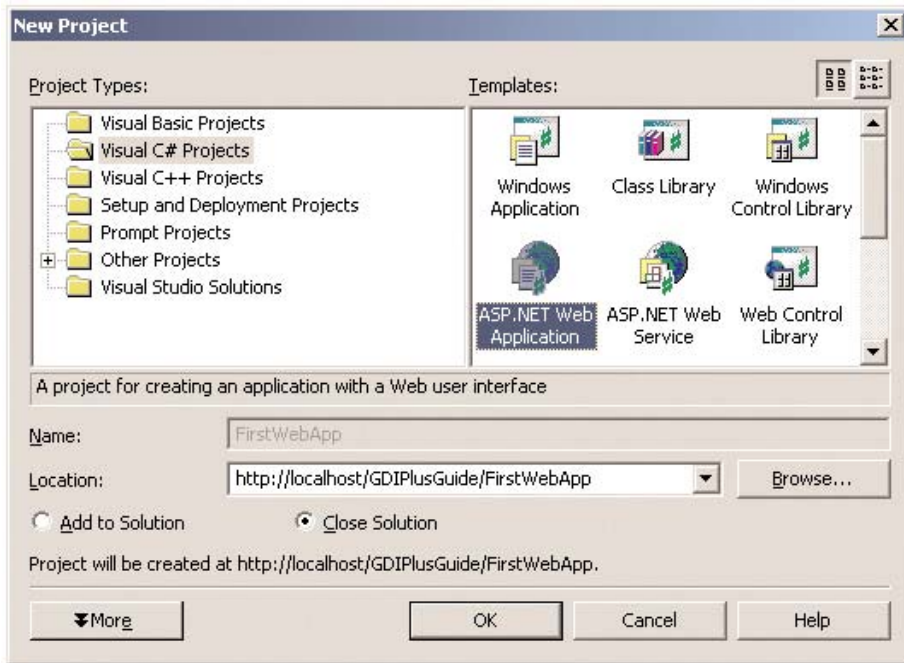
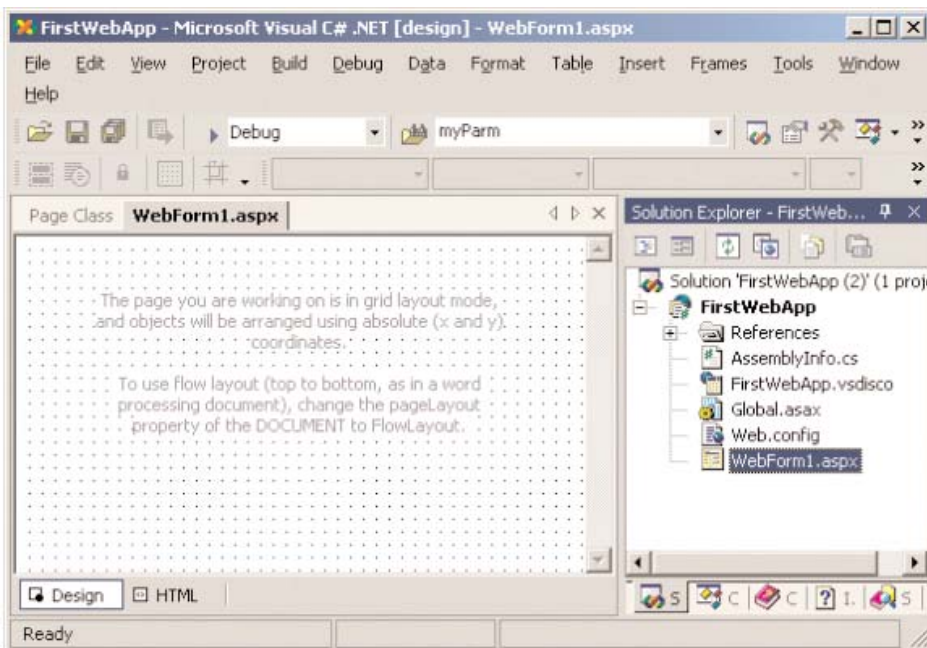


FIGURE 12.3: The FirstWebApp project



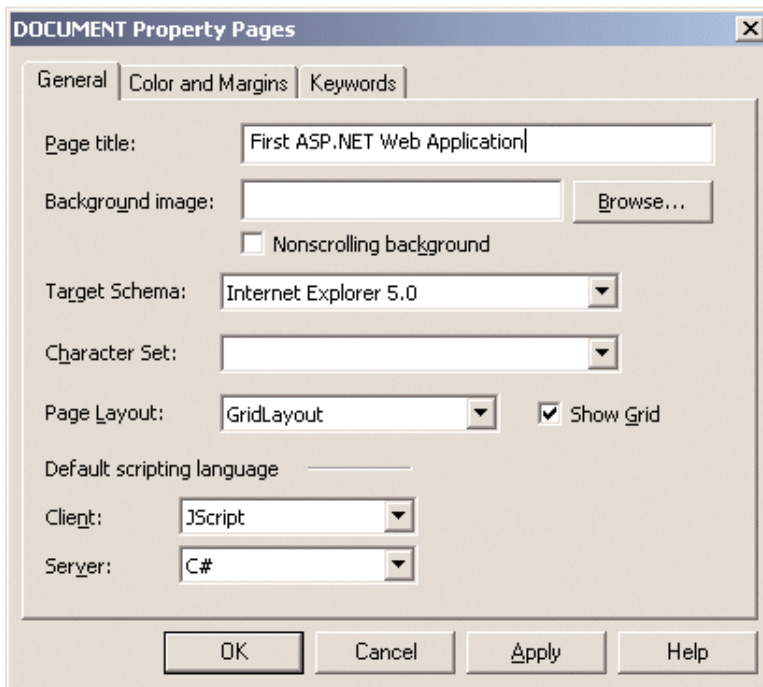
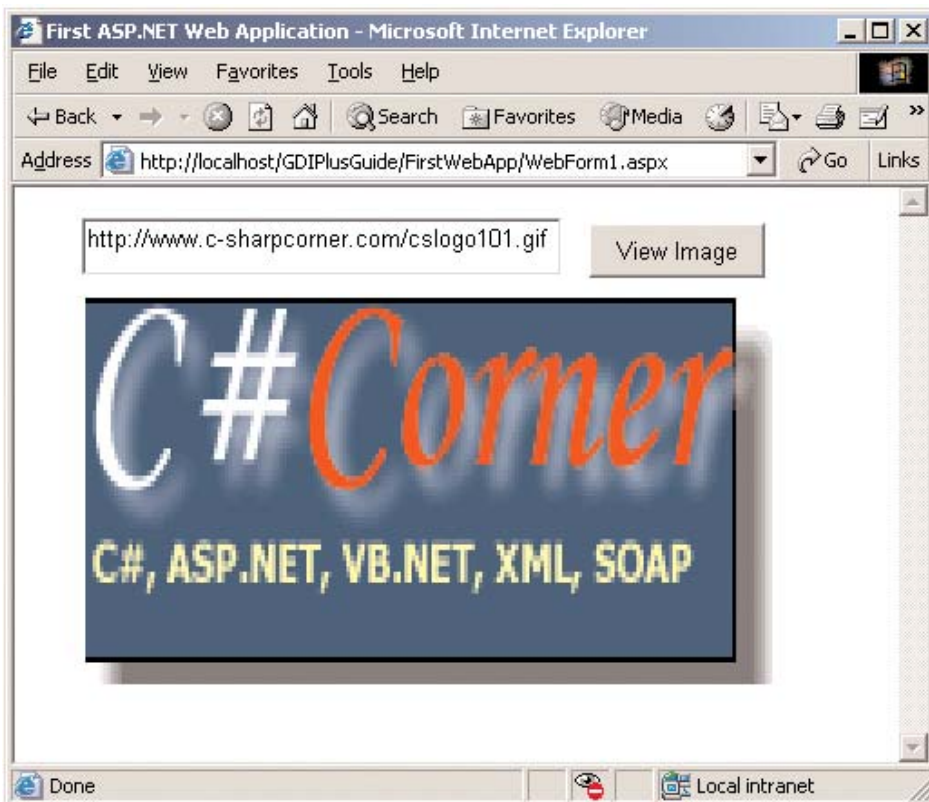
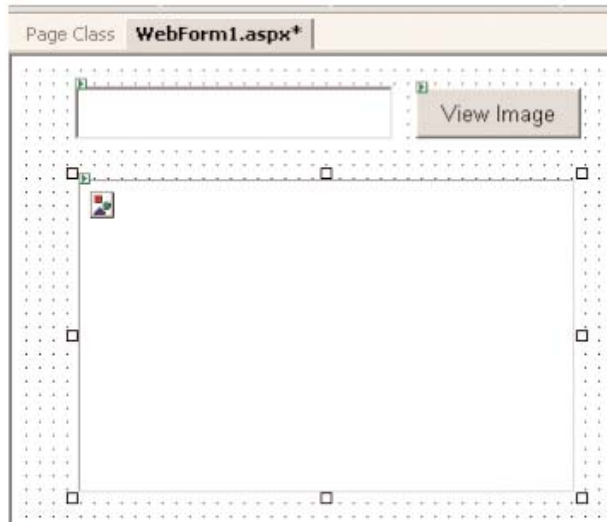


FIGURE 12.6: An ASP.NET document's page properties



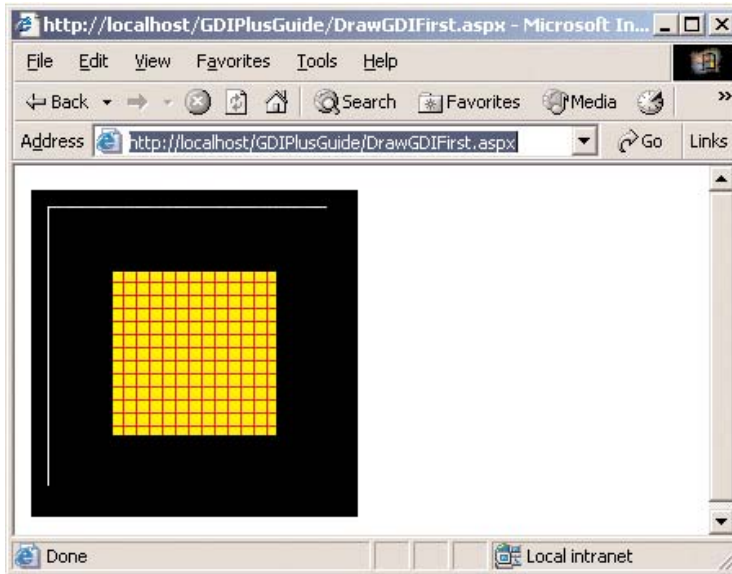


FIGURE 12.9: Drawing simple graphics objects on the Web

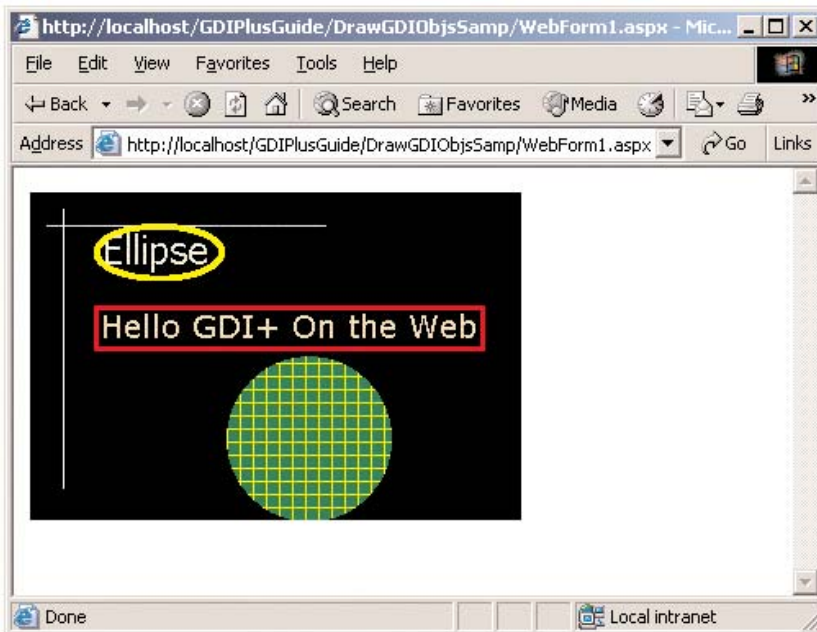


FIGURE 12.10: Drawing various graphics objects

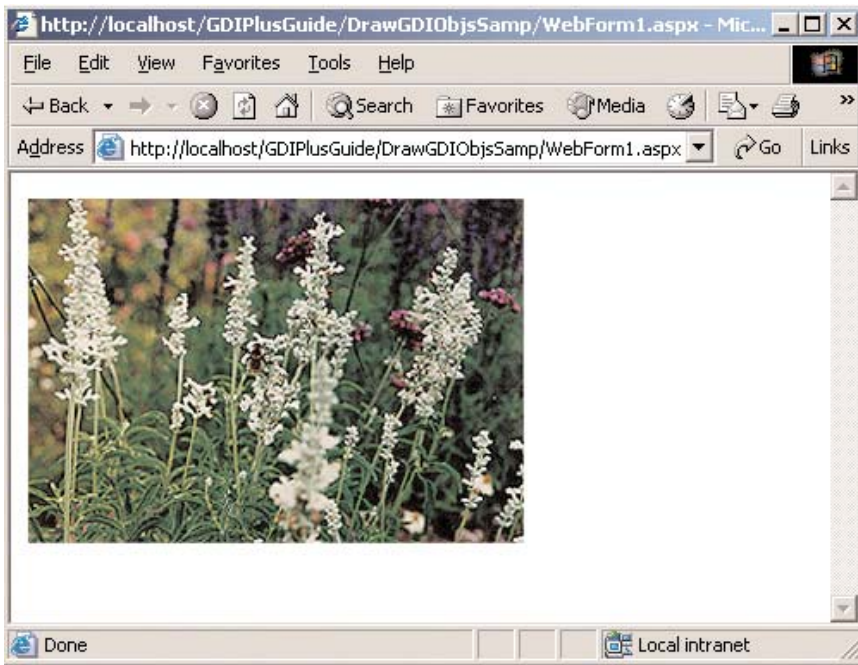


FIGURE 12.11: Drawing an image

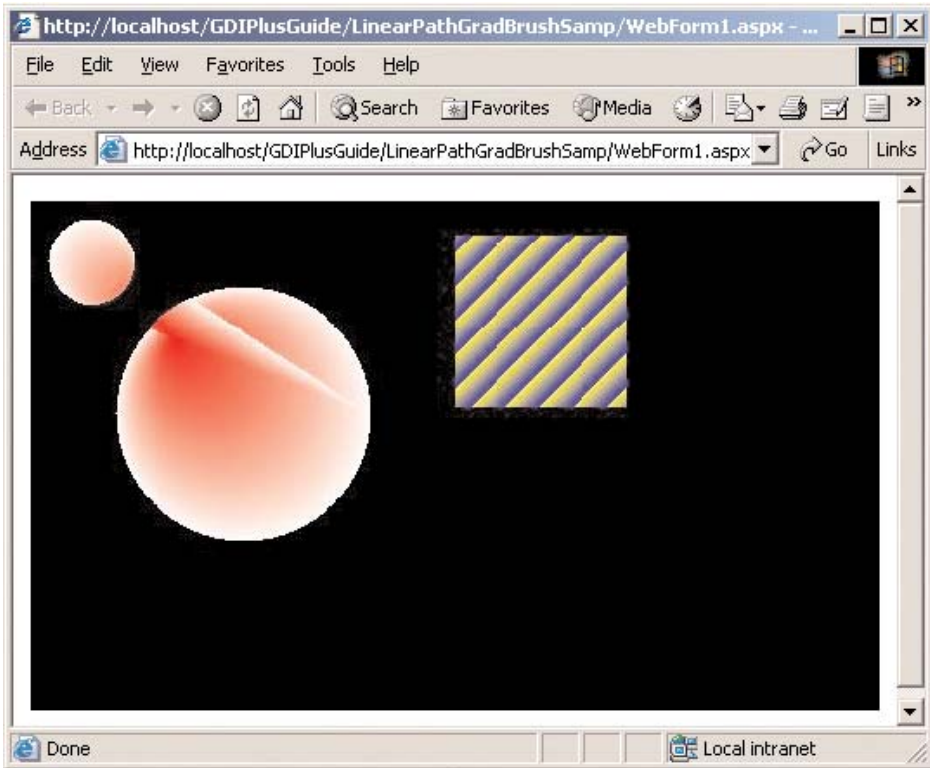


FIGURE 12.13: Drawing semitransparent objects

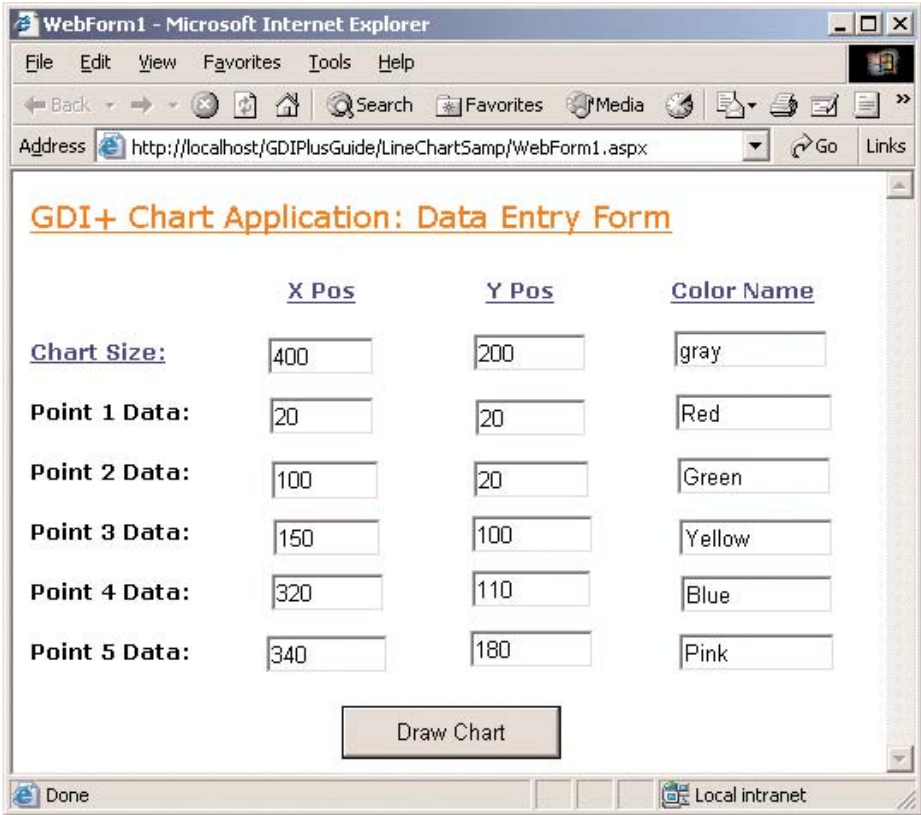


FIGURE 12.14: Entering points on a chart

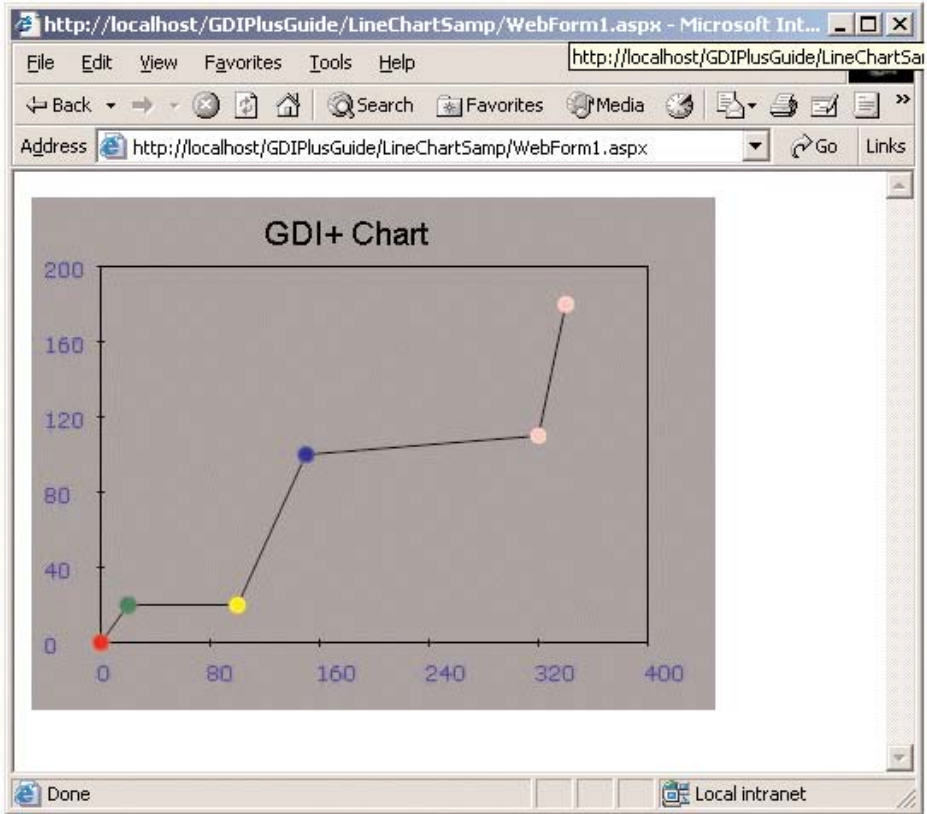


FIGURE 12.15: A line chart in ASP.NET

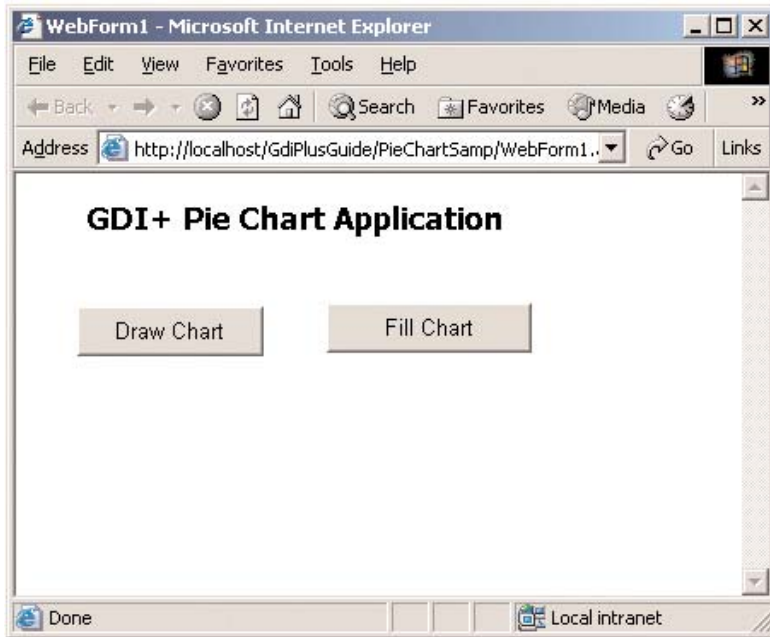


FIGURE 12.16: A pie chart–drawing application in ASP.NET

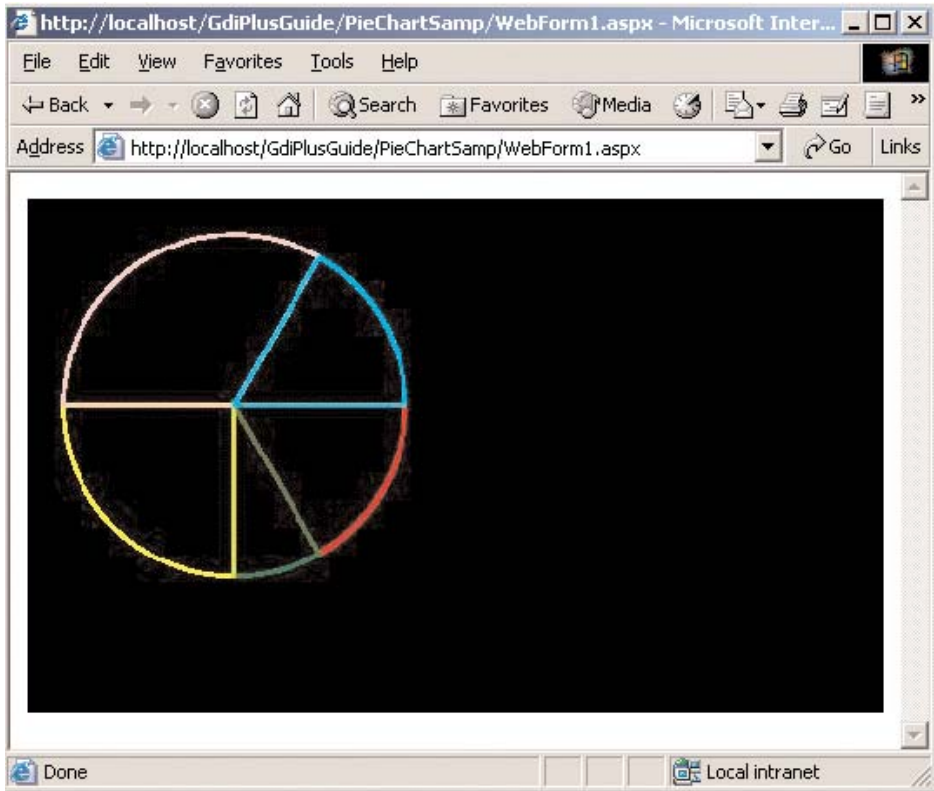


FIGURE 12.17: The Draw Chart button click in action

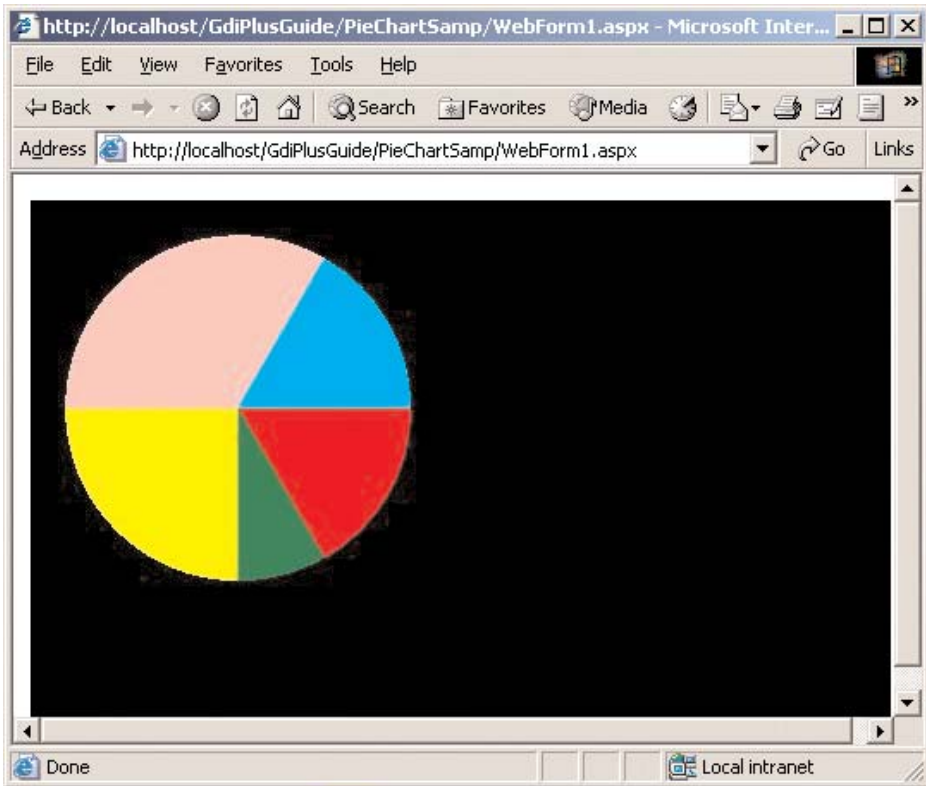


FIGURE 12.18: The Fill Chart button click in action

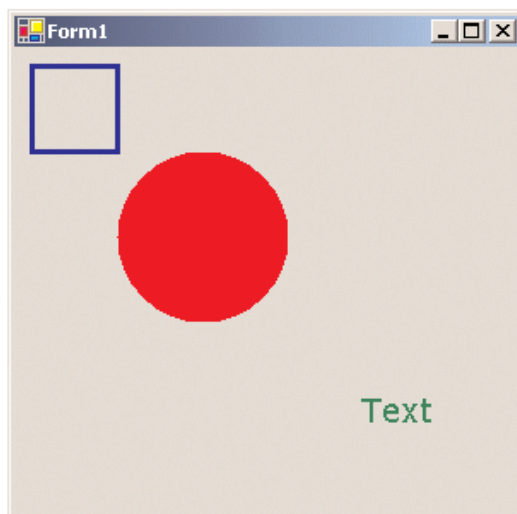


FIGURE 13.2: Drawing on a form

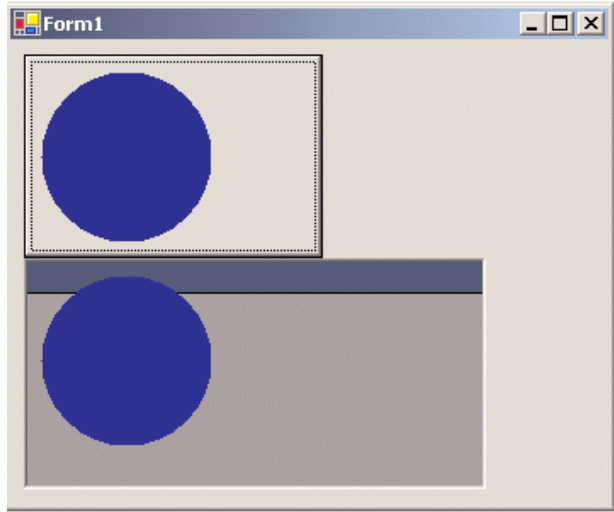


FIGURE 13.3: Drawing on Windows controls

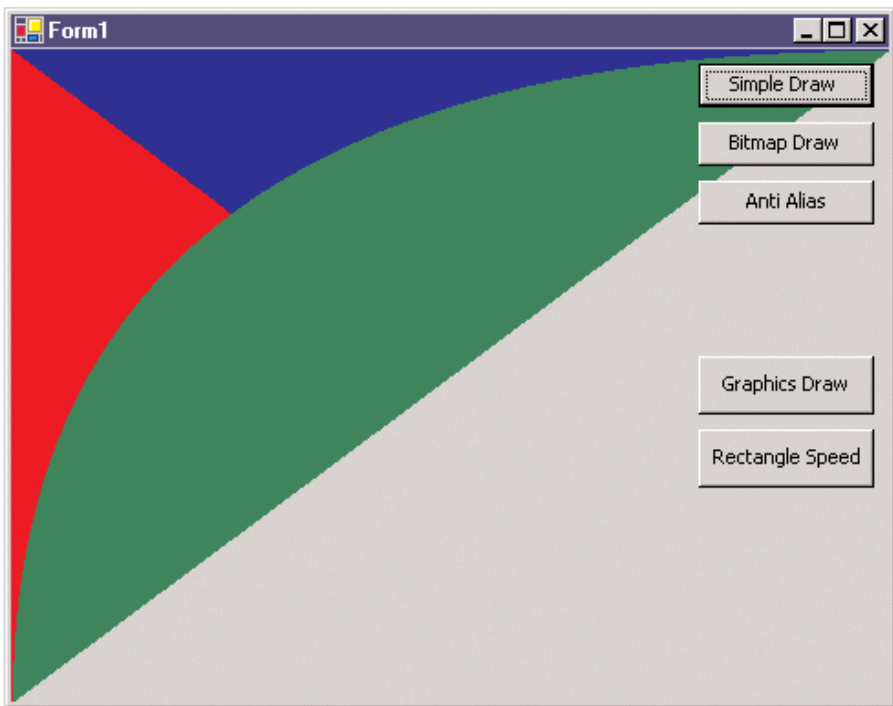


FIGURE 13.4: Drawing lines in a loop

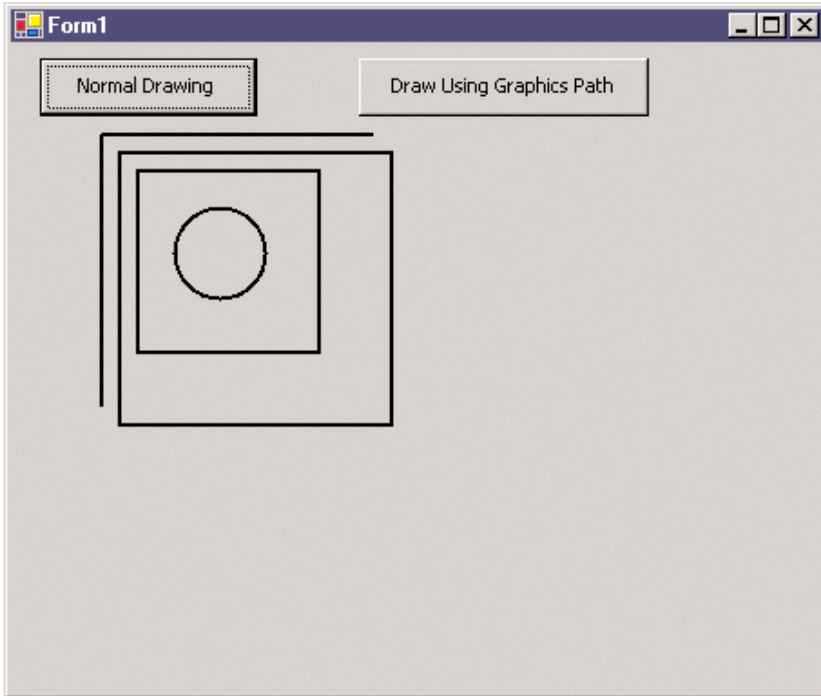


FIGURE 13.5: The same result from two different drawing methods

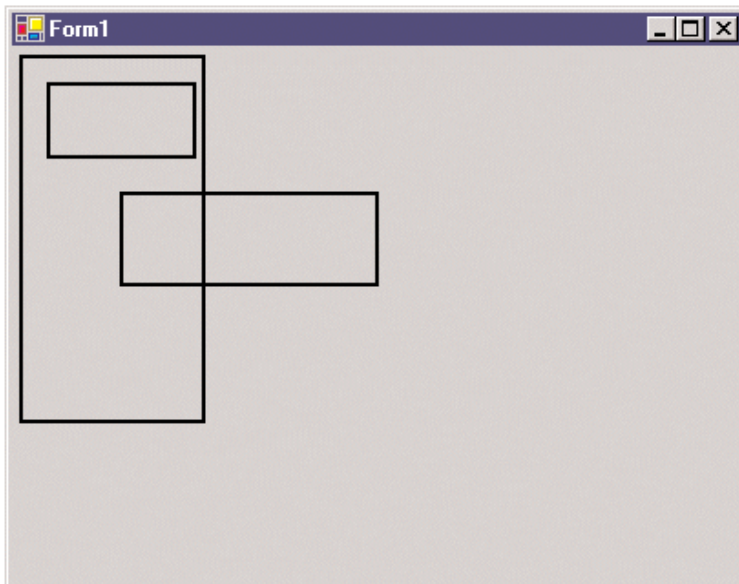




FIGURE 13.7: Using system pens and brushes

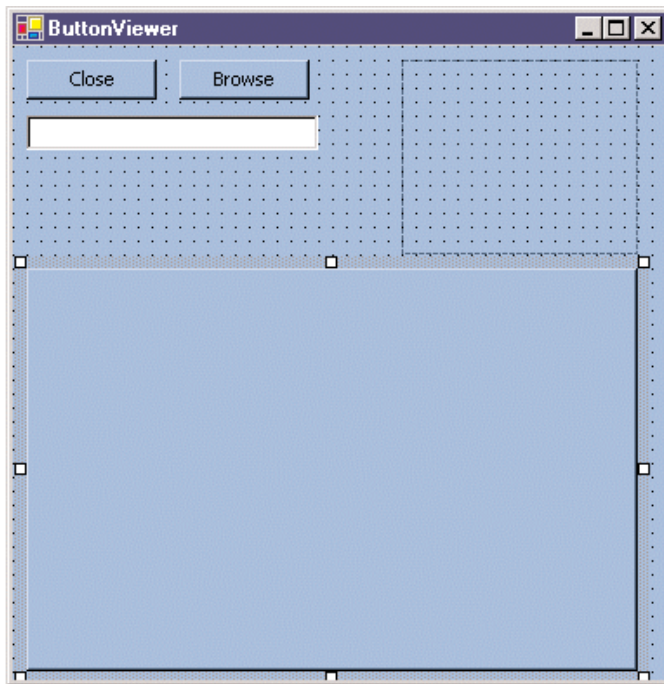


FIGURE 15.1: An interactive GUI application

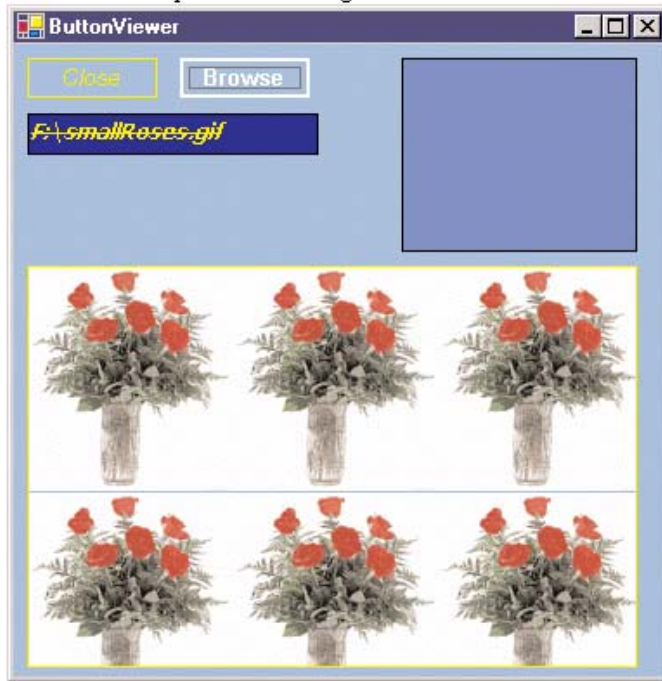


FIGURE 15.2: Designing transparent controls



FIGURE 15.3: Drawing a circular form and Windows controls

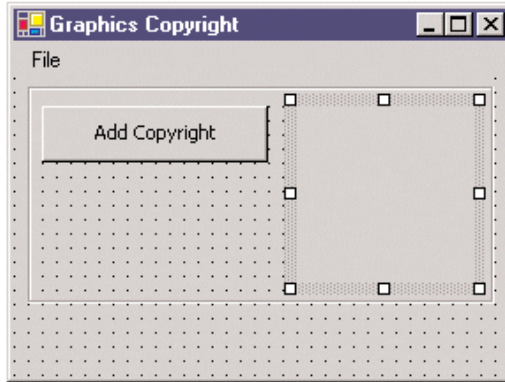


FIGURE 15.4: A graphics copyright application



FIGURE 15.5: Thumbnail view of an image



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


	Field Name	Data Type
	UserID	AutoNumber
	UserName	Text
	UserEmail	Text
	UserPhoto	OLE Object
	UserDescription	Memo

FIGURE 15.7: Users table schema

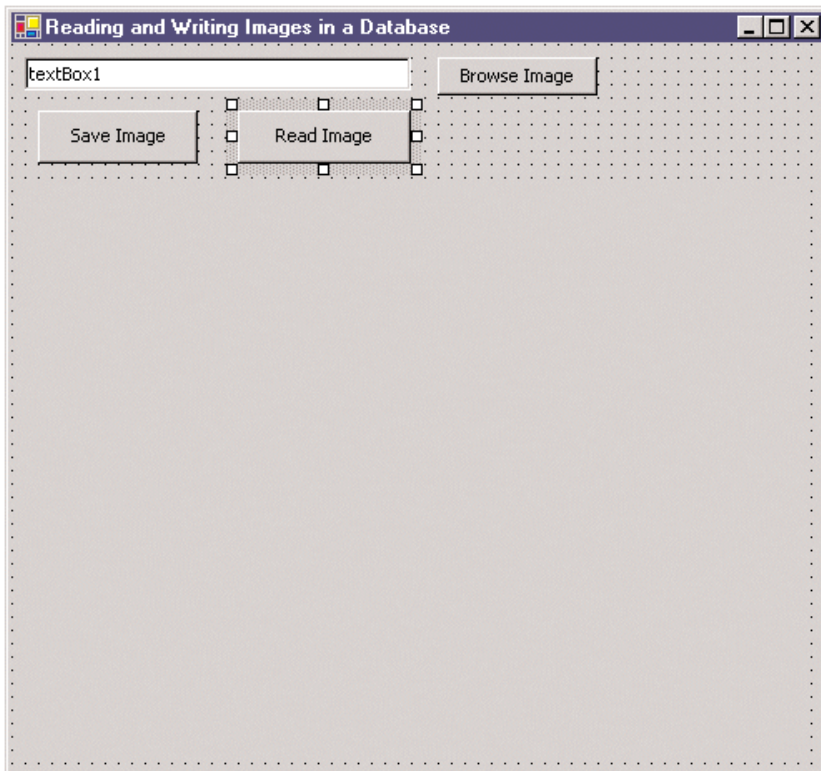
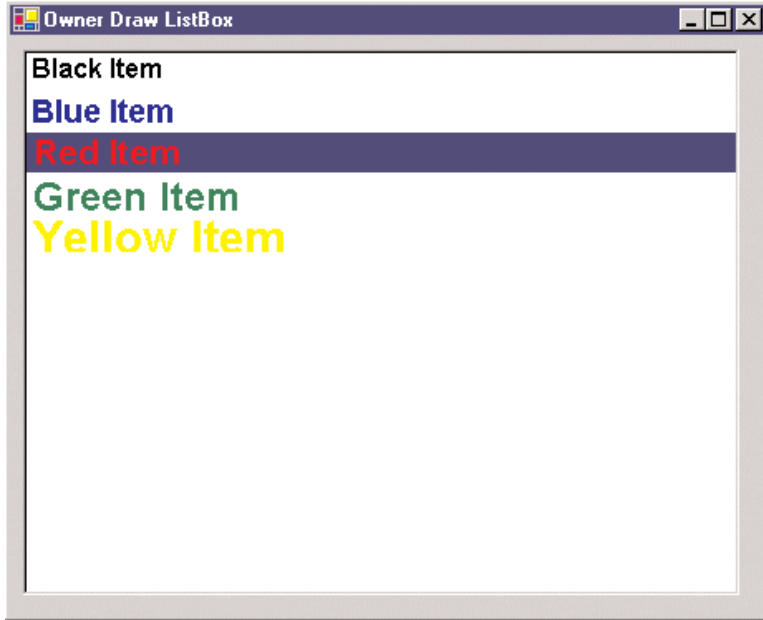


FIGURE 15.8: Reading and writing images in a database form



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





```

D:\Books\Applied ADO.NET\Ch09\Code\TryCatchSamp\bin\TryCatchSamp.exe
Unhandled Exception: System.IO.FileNotFoundException: Could not find file "c:\abc.txt".
File name: "c:\abc.txt"
   at System.IO.__Error.WinIOError(Int32 errorCode, String str)
   at System.IO.FileStream..ctor(String path, FileMode mode, FileAccess access, FileShare share, Int32 bufferSize, Boolean useAsync, String msgPath, Boolean bFromProxy)
   at System.IO.FileStream..ctor(String path, FileMode mode, FileAccess access, FileShare share)
   at System.IO.File.Open(String path, FileMode mode)
   at TryCatchSamp.Module1.Main() in D:\Books\Applied ADO.NET\Ch09\Code\TryCatchSamp\Module1.vb:line 5
Press any key to continue

```

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

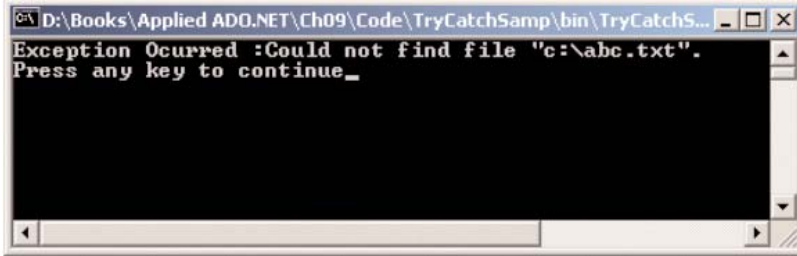


FIGURE A.2: An exception-handled error message