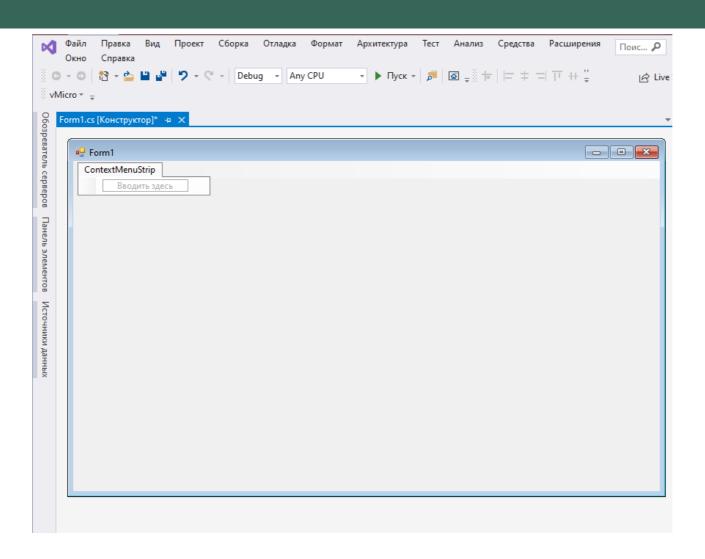
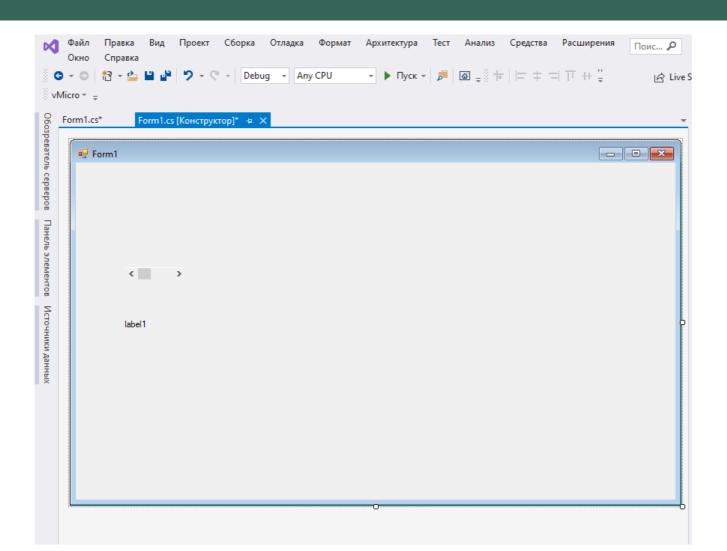
THE LECTURE 10

PAINT APPLICATION

CONTEXT MENU STRIP



ADDING LABEL AND SCROLL BAR



ADDING DRAWING

```
Файл
          Правка
                  Вид Проект Сборка Отладка Архитектура Тест Анализ Средства
                                                                                   Расширения Окно
    Справка
  G → Debug → Any CPU
                                                         vMicro * =
               Form1.cs [Конструктор]
   C# PaintApp1
                                      → PaintApp1.Form1
                                                                            → Ø Form1()
             ∃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;
        10
              using System.Collections;
        11
        12
             □ namespace PaintApp1
        13
                   Ссылок: 3
Источники данных
                  public partial class Form1 : Form
        14
        15
        16
                      private bool PencilDown;
        17
                      private Graphics context;
        18
                      private ArrayList listOfPoints;
        19
                      private Bitmap img;
                      ссылка: 1
        20
                      public Form1()
        21
        22
                          InitializeComponent();
                          listOfPoints = new ArrayList();
        23
                          img = new Bitmap(this.Width, this.Height);
        24
                          context = Graphics.FromImage(img);
        25
                          hScrollBar1.Visible = false;
        26
        27
        28
        29
```

ADDING METHODS OF ELEMENTS

```
Form1.cs + × Form1.cs [Конструктор]
C# PaintApp1

    PaintApp1.Form1

     16
                    private bool PencilDown;
    17
                    private Graphics context;
    18
                    private ArrayList listOfPoints;
    19
                    private Bitmap img;
                    ссылка: 1
    20
                    public Form1()
    21
    22
                        InitializeComponent();
    23
                        listOfPoints = new ArrayList();
    24
                        img = new Bitmap(this.Width, this.Height);
    25
                        context = Graphics.FromImage(img);
    26
                        hScrollBar1.Visible = false;
    27
    28
    29
                    private void changeColorToolStripMenuItem_Click(object sender, EventArgs e)
     30
    31
                        ColorDialog dlg = new ColorDialog();
    32
                        if (dlg.ShowDialog() == DialogResult.OK)
    33
                            this.ForeColor = dlg.Color;
    34
    35
                    private void thicknessToolStripMenuItem_Click(object sender, EventArgs e)
    37
    38
                        hScrollBar1.Visible = true;
    39
     40
    41
                    private void Save(Control c, string file)
    42
    43
                        Graphics g = c.CreateGraphics();
     44
                        Bitmap picture = new Bitmap(c.Width, c.Height);
     45
                        c.DrawToBitmap(picture, new Rectangle(c.ClientRectangle.X, c.ClientRectangle.Y, c.Width, c.Height));
                        picture.Save(file);
     46
    47
                        picture.Dispose();
     48
     49
     50
                    private void saveToolStripMenuItem Click(object sender, EventArgs e)
    51
    52
                        Save(this, "picture.jpg");
    53
                        MessageBox.Show("Image was saved");
     54
     55
```

ADDING MOUSEUP AND MOUSEMOVE METHODS

```
Form1.cs [Конструктор]
                                                                           → 🔩 PaintApp1.Form1
C# PaintApp1
     54
    55
    56
                    private void Form1 MouseUp(object sender, MouseEventArgs e)
    57
    58
                         if(e.Button == MouseButtons.Left)
    59
                            Point p = new Point(-1, -1);
     60
     61
                            listOfPoints.Add(p);
     62
                             PencilDown = false;
     63
                            label1.Text = "MouseUp";
     64
                            Invalidate();
     65
     66
     67
     68
                    private void Form1 MouseMove(object sender, MouseEventArgs e)
     69
                         Point p = new Point(e.X, e.Y);
    70
                        listOfPoints.Add(p);
    71
    72
                         Pen paint_brush = new Pen(this.ForeColor);
                         paint_brush.Width = hScrollBar1.Value;
    73
                         if(PencilDown == true)
    74
    75
                             context.DrawLine(paint brush, (Point)listOfPoints[listOfPoints.Count - 2], (Point)listOfPoints[listOfPoints.Count - 1]);
    76
    77
                            label1.Text = "MouseMove";
    78
                            Invalidate();
    79
     80
    81
    82
                    protected override void OnPaint(PaintEventArgs e)
    83
     84
                         base.OnPaint(e);
     85
                         e.Graphics.DrawImage(img, 0, 0);
     86
     87
     88
     89
```

ADDING MOUSEDOWN METHOD

```
ссылка: 1
private void Form1 MouseMove(object sender, MouseEventArgs e)
   Point p = new Point(e.X, e.Y);
    listOfPoints.Add(p);
    Pen paint_brush = new Pen(this.ForeColor);
    paint_brush.Width = hScrollBar1.Value;
    if(PencilDown == true)
        context.DrawLine(paint brush, (Point)listOfPoints[listOfPoints.Count - 2], (Point)listOfPoints[listOfPoints.Count - 1]);
       label1.Text = "MouseMove";
        Invalidate();
protected override void OnPaint(PaintEventArgs e)
   base.OnPaint(e);
    e.Graphics.DrawImage(img, 0, 0);
private void Form1 MouseDown(object sender, MouseEventArgs e)
    if(e.Button == MouseButtons.Left)
        PencilDown = true;
        Point p = new Point(e.X, e.Y);
        listOfPoints.Add(p);
        label1.Text = "MouseDown";
       Invalidate();
```

RUNNING THE PROGRAM

