

Bitmap Color



```
/*
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*/

using System;
using System.Drawing;
using System.Drawing.Drawing2D;
using System.Drawing.Imaging;
using System.Collections;
using System.ComponentModel;
using System.Windows.Forms;
using System.Data;

namespace BitmapColor_c
{
    ///
    /// Summary description for Form1.
    ///
    public class BitmapColor : System.Windows.Forms.Form
    {
        ///
        /// Required designer variable.
        ///
        private System.ComponentModel.Container components = null;

        public BitmapColor()
        {
            //

```

```

// Required for Windows Form Designer support
//
InitializeComponent();

//
// TODO: Add any constructor code after InitializeComponent
call
//
}

///

/// Clean up any resources being used.
///
protected override void Dispose( bool disposing )
{
if( disposing )
{
if (components != null)
{
components.Dispose();
}
}
base.Dispose( disposing );
}

///

/// Required method for Designer support – do not modify
/// the contents of this method with the code editor.
///
private void InitializeComponent()
{
//
// Form1
//
this.AutoScaleBaseSize = new System.Drawing.Size(5, 13);
this.ClientSize = new System.Drawing.Size(292, 273);
this.Name = "Form1";
}

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this.Text = "Form1";
this.Load += new System.EventHandler(this.Form1_Load);

}

///

/// The main entry point for the application.
///
[STAThread]
static void Main()
{
Application.Run(new BitmapColor());
}

private void Form1_Load(object sender, System.EventArgs e)
{
ColorPalette cp;
String s;
Bitmap bmp = new Bitmap("crane.jpg");

cp = bmp.Palette;

foreach (Color c in cp.Entries)
{
s = c.ToString();
}

}

protected override void OnPaint(PaintEventArgs e)
{
Bitmap bmp = new Bitmap("crane.jpg");
Color c;

e.Graphics.DrawImage( bmp, 10, 30 );

for ( int x=0; x

```