

# Create Indexed Bitmap

```
using System;
using System.Collections.Generic;
using System.Windows;
using System.Windows.Controls;
using System.Windows.Input;
using System.Windows.Media;
using System.Windows.Media.Imaging;

public class CreateIndexedBitmap : Window
{
    [STAThread]
    public static void Main()
    {
        Application app = new Application();
        app.Run(new CreateIndexedBitmap());
    }

    public CreateIndexedBitmap()
    {
        List colors = new List();

        for (int r = 0; r < 256; r += 17) for (int b = 0; b < 256; b
        += 17) colors.Add(Color.FromRgb((byte)r, 0, (byte)b));
        BitmapPalette palette = new BitmapPalette(colors); byte[]
        array = new byte[256 * 256]; for (int x = 0; x < 256; x++) for
        (int y = 0; y < 256; y++) array[256 * y + x] =
        (byte)(((int)Math.Round(y / 17.0) <
```