

Fills the polylines with a light gray color



```
//File:Window.xaml.cs

using System;
using System.Windows;
using System.Windows.Media;
using System.Windows.Shapes;

namespace WpfApplication1
{
public partial class Polygons : Window
{
public Polygons()
{
InitializeComponent();
for (int i = 0; i < 71; i++) { double x = i * Math.PI; double
y = 40 + 30 * Math.Sin(x / 10); polygon1.Points.Add(new
Point(x, y)); } } } } [/csharp]
```