

Add a translation to the existing transformation



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

public class Form1 : System.Windows.Forms.Form
{
    public Form1()
    {
        InitializeComponent();
    }
    private void InitializeComponent()
    {
        this.AutoScaleBaseSize = new System.Drawing.Size(5, 13);
        this.ClientSize = new System.Drawing.Size(292, 273);
        this.Text = "";
        this.Resize += new System.EventHandler(this.Form1_Resize);
        this.Paint += new System.Windows.Forms.PaintEventHandler(this.Form1_Paint);
    }
    static void Main()
    {
        Application.Run(new Form1());
    }

    private void Form1_Paint(object sender,
```

```
System.Windows.Forms.PaintEventArgs e)
{
Graphics g = e.Graphics;
g.FillRectangle(Brushes.White, this.ClientRectangle);

for (int i = 1; i <= 10; ++i) { // First, draw a rectangle
with the current translation g.DrawRectangle(Pens.Black, 10,
10, 30, 50); // Add a translation to the existing
transformation g.TranslateTransform(20, 10); } } private void
Form1_Resize(object sender, EventArgs e) {
Invalidate(); } } [/csharp]
```