

Add Bezier to a Path

```
using System;
using System.Drawing;
using System.Drawing.Drawing2D;
using System.Windows.Forms;

class Flower: Form
{
    public static void Main()
    {
        Application.Run(new Flower());
    }
    public Flower()
    {
        ResizeRedraw = true;
    }
    protected override void OnPaint(PaintEventArgs pea)
    {
        DoPage(pea.Graphics,          ForeColor, ClientSize.Width,
        ClientSize.Height);
    }
    protected void DoPage(Graphics grfx, Color clr, int cx, int
    cy)
    {
        float fScale = Math.Min(cx, cy) / 200f;
        grfx.TranslateTransform(cx / 2, cy / 2);
        grfx.ScaleTransform(fScale, fScale);

        GraphicsPath path = new GraphicsPath();

        path.AddBezier(new Point( 0, 0), new Point(125, 125),
        new Point(75, 15), new Point(600, 0));

        for (int i = 0; i < 8; i++) { grfx.FillPath(Brushes.Red,
        path);          grfx.DrawPath(Pens.Black,          path);
```

```
grfx.RotateTransform(360 / 8); } Rectangle rect = new
Rectangle(-150, -150, 300, 300);
grfx.FillEllipse(Brushes.Yellow, rect);
grfx.DrawEllipse(Pens.Black, rect); } } [/csharp]
```