

Add Ellipse to path

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

class Clover: Form
{
public static void Main()
{
Application.Run(new Clover());
}
public Clover()
{
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)
{
GraphicsPath path = new GraphicsPath();

path.AddEllipse(0, cy / 3, cx / 2, cy / 3); // Left

grfx.SetClip(path);
grfx.TranslateTransform(cx / 2, cy / 2);

Pen pen = new Pen(clr);
float fRadius = (float) Math.Sqrt(Math.Pow(cx / 2, 2) +
Math.Pow(cy / 2, 2));

for (float fAngle = 0; fAngle < (float) Math.PI * 2; fAngle +=
```

```
(float) Math.PI / 180) { gfx.DrawLine(pen, 0, 0, fRadius *  
(float) Math.Cos(fAngle), -fRadius * (float)  
Math.Sin(fAngle)); } } } [/csharp]
```