

All Linear Gradient Mode



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

public class Form1 : System.Windows.Forms.Form
{
    public Form1()
    {
        InitializeComponent();
        SetStyle(ControlStyles.ResizeRedraw, true);
    }
    private void InitializeComponent()
    {
        this.AutoScaleBaseSize = new System.Drawing.Size(5, 13);
        this.ClientSize = new System.Drawing.Size(211, 104);
        this.Text = "";
        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;
```

```
Rectangle r = new Rectangle(10, 10, 100, 100);

LinearGradientBrush theBrush = null;
int yOffset = 10;

Array obj = Enum.GetValues(typeof(LinearGradientMode));

for(int x = 0; x < obj.Length; x++) { LinearGradientMode temp
= (LinearGradientMode)obj.GetValue(x); theBrush = new
LinearGradientBrush(r, Color.Red, Color.Blue, temp);
g.DrawString(temp.ToString(), new Font("Times New Roman", 10),
new SolidBrush(Color.Black), 0, yOffset); g.
FillRectangle(theBrush, 120, yOffset, 200, 50); yOffset += 80;
} } } [/csharp]
```