

Animates an image



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

public class AnimateImage : Form {
    private int width = 10;
    private int height = 10;

    Image pic = Image.FromFile("winter.jpg");
    private Button abort = new Button();
    Thread t;

    public AnimateImage() {
        abort.Text = "Abort";
        abort.Location = new Point(50, 230);
        abort.Click += new EventHandler(Abort_Click);
        Controls.Add(abort);

        SetStyle(ControlStyles.DoubleBuffer
        | ControlStyles.AllPaintingInWmPaint
        | ControlStyles.UserPaint, true);

        t = new Thread(new ThreadStart(Run));
        t.Start();
    }

    protected void Abort_Click(object sender, EventArgs e) {
        t.Abort();
    }

    protected override void OnPaint( PaintEventArgs e ) {
        Graphics g = e.Graphics;
        g.DrawRectangle(Pens.Black, 8, 8, width+3, height+3);
        g.DrawImage(pic, 10, 10, width, height);
    }
}
```

```
base.OnPaint(e);
```

```
}
```

```
public void Run() {
```

```
int dx=5, dy=5;
```

```
while (true) {
```

```
for(int i = 0; i < 500; i++) { width += dx; height += dy;
```

```
Invalidate(); Thread.Sleep(30); } dx = -dx; dy = -dy; } }
```

```
public static void Main( ) { Application.Run(new  
AnimateImage()); } } [/csharp]
```