

# Arc Pie Demo



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

namespace MIsc2D_c
{
    ///
    /// Summary description for MIsc2D.
    ///
    public class MIsc2D : System.Windows.Forms.Form
    {
        private System.Windows.Forms.Label label1;
        private System.Windows.Forms.Label label2;
        private System.Windows.Forms.Label label3;
        private System.Windows.Forms.ListBox listBox1;
        ///
        /// Required designer variable.
        ///
        private System.ComponentModel.Container components = null;

        public MIsc2D()
        {
```

```
//
// Required for Windows Form Designer support
//
InitializeComponent();

//
// TODO: Add any constructor code after InitializeComponent
call
//
}

///

/// Clean up any resources being used.
///
protected override void Dispose( bool disposing )
{
if( disposing )
{
if (components != null)
{
components.Dispose();
}
}
base.Dispose( disposing );
}

#region Windows Form Designer generated code
///

/// Required method for Designer support – do not modify
/// the contents of this method with the code editor.
///
private void InitializeComponent()
{
this.label1 = new System.Windows.Forms.Label();
this.label2 = new System.Windows.Forms.Label();
this.label3 = new System.Windows.Forms.Label();
this.listBox1 = new System.Windows.Forms.ListBox();
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```
this.SuspendLayout();
//
// label1
//
this.label1.Location = new System.Drawing.Point(40, 280);
this.label1.Name = "label1";
this.label1.Size = new System.Drawing.Size(160, 16);
this.label1.TabIndex = 0;
//
// label2
//
this.label2.Location = new System.Drawing.Point(40, 296);
this.label2.Name = "label2";
this.label2.Size = new System.Drawing.Size(160, 16);
this.label2.TabIndex = 1;
//
// label3
//
this.label3.Location = new System.Drawing.Point(40, 312);
this.label3.Name = "label3";
this.label3.Size = new System.Drawing.Size(160, 16);
this.label3.TabIndex = 2;
//
// listBox1
//
this.listBox1.Location = new System.Drawing.Point(24, 200);
this.listBox1.Name = "listBox1";
this.listBox1.Size = new System.Drawing.Size(192, 69);
this.listBox1.TabIndex = 3;
//
// MIsc2D
//
this.AutoScaleBaseSize = new System.Drawing.Size(5, 13);
this.ClientSize = new System.Drawing.Size(292, 373);
this.Controls.AddRange(new System.Windows.Forms.Control[] {
this.listBox1,
this.label3,
```

```

this.label2,
this.label1});
this.Name = "MIsc2D";
this.StartPosition =
System.Windows.Forms.FormStartPosition.CenterScreen;
this.Text = "MIsc2D";
this.Load += new System.EventHandler(this.MIsc2D_Load);
this.ResumeLayout(false);

}
#endregion

///

/// The main entry point for the application.
///
[STAThread]
static void Main()
{
Application.Run(new MIsc2D());
}

private void MIsc2D_Load(object sender, System.EventArgs e)
{

}

protected override void OnPaint(PaintEventArgs e)
{
Graphics G = e.Graphics;

GraphicsPath p = new GraphicsPath();
PointF[] pts = { new PointF(50, 50),
new PointF(150, 25),
new PointF(200, 50)};
p.AddCurve(pts);
p.AddRectangle(new Rectangle(60, 60, 50, 50));
p.AddPie(100, 100, 80, 80, 0, 35);
G.DrawPath(Pens.Black,p);

```

```
GraphicsPathIterator iter = new GraphicsPathIterator(p);
label1.Text = "Num pts in path = " + iter.Count.ToString();
label2.Text = "Num subpaths in path = " +
iter.SubpathCount.ToString();
label3.Text = "Path has curve = " +
iter.HasCurve().ToString();

int StartIndex;
int EndIndex;
int i;
bool IsClosed;
// Rewind the Iterator.
iter.Rewind();
// List the Subpaths.
for(i=0;i
```