

Bezier Art: DrawBeziers

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

class BezierArt: Form
{

public static void Main()
{
Application.Run(new BezierArt());
}
public BezierArt()
{
ResizeRedraw = true;
}
protected override void OnPaint(PaintEventArgs pea)
{
DoPage(pea.Graphics, ForeColor,200, 200);
}
protected void DoPage(Graphics grfx, Color clr, int cx, int
cy)
{
Pen pen = new Pen(clr);
PointF[] aptf = new PointF[4];

int iNum = 100;

for (int i = 0; i < iNum; i++) { double dAngle = 2 * i *
Math.PI / iNum; aptf[0].X = cx / 2 + cx / 2 * (float)
Math.Cos(dAngle); aptf[0].Y = 5 * cy / 8 + cy / 16 * (float)
Math.Sin(dAngle); aptf[1] = new PointF(cx / 2, -cy); aptf[2] =
new PointF(cx / 2, 2 * cy); dAngle += Math.PI; aptf[3].X = cx
/ 2 + cx / 4 * (float) Math.Cos(dAngle); aptf[3].Y = cy / 2 +
cy / 16 * (float) Math.Sin(dAngle); grfx.DrawBeziers(pen,
aptf); } } } [/csharp]
```