

Color representation in h,s,v with $h = [0 - 360]$, $s,v = [0.0 - 1.0]$.

```
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using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace Dotway.WPF.Controls.Utilities
{
    ///
    /// Color representation in h,s,v with  $h = [0 - 360]$ ,  $s,v = [0.0 - 1.0]$ .
    ///
    public struct HSV
    {
        public HSV(double hue, double saturation, double value)
        {
            h = 0.0;
            s = 0.0;
            v = 0.0;

            H = hue;
            S = saturation;
            V = value;
        }

        private double h;
        public double H
        {
            get { return h; }
        }
    }
}
```

```
set
{
if (value >= 0 && value <= 360) { h = value; } else { throw
new ArgumentOutOfRangeException("H is not in the span [0,
360]."); } } } private double s; public double S { get {
return s; } set { if (value >= 0.0 && value <= 1.0) { s =
value; } else { throw new ArgumentOutOfRangeException("S is
not in the span [0, 1]."); } } } private double v; public
double V { get { return v; } set { if (value >= 0.0 && value
<= 1.0) { v = value; } else { throw new
ArgumentOutOfRangeException("V is not in the span [0, 1]."); }
} } } } [/csharp]
```