Create a green color with an alpha component then draw a green rectangle to the bitmap in memory

```csharp
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Text;
using System.Windows.Forms;

public class Form1 : Form {

protected override void OnPaint(PaintEventArgs e) {
Graphics gForm = e.Graphics;
gForm.FillRectangle(Brushes.White, this.ClientRectangle);
for (int i = 1; i <= 7; ++i) { Rectangle r = new Rectangle(i *
40 - 15, 0, 15, this.ClientRectangle.Height);
gForm.FillRectangle(Brushes.Orange, r); } Bitmap bmp = new
Bitmap(260, 260,
System.Drawing.Imaging.PixelFormat.Format32bppArgb); Graphics
gBmp = Graphics.FromImage(bmp); Color green =
Color.FromArgb(0x40, 0, 0xff, 0); Brush greenBrush = new
SolidBrush(green); gBmp.FillRectangle(greenBrush, 10, 10, 140,
140); gForm.DrawImage(bmp, 20, 20, bmp.Width, bmp.Height);
bmp.Dispose(); gBmp.Dispose(); greenBrush.Dispose(); } public
static void Main() { Application.Run(new Form1()); } }
[/csharp]
```