

Double buffer draw



```
using System;
using System.Drawing;
using System.Collections;
using System.ComponentModel;
using System.Windows.Forms;
using System.Data;

public class Form1 : System.Windows.Forms.Form {
    private System.ComponentModel.Container components = null;

    public Form1() {
        InitializeComponent();
    }

    protected override void Dispose( bool disposing ) {
        if( disposing ) {
            if (components != null) {
                components.Dispose();
            }
        }
        base.Dispose( disposing );
    }

    private void InitializeComponent() {
        this.components = new System.ComponentModel.Container();
        this.Size = new System.Drawing.Size(300,300);
        this.Text = "Form1";
    }

    static void Main() {
        Application.Run(new Form1());
    }

    protected override void OnPaint(PaintEventArgs e) {
```

```
Graphics displayGraphics = e.Graphics;
Random r = new Random();
Image i = new Bitmap(ClientRectangle.Width,
ClientRectangle.Height);
Graphics g = Graphics.FromImage(i);

g.FillRectangle(Brushes.White, ClientRectangle);

for (int x = 0; x < ClientRectangle.Width; x++) { for (int y =
0; y < ClientRectangle.Height; y += 10) { Color c =
Color.FromArgb (r.Next(25), r.Next(55), r.Next(5)); Pen p =
new Pen(c, 1); g.DrawLine(p, new
Point(ClientRectangle.Width/2, ClientRectangle.Height/2), new
Point(x, y)); p.Dispose(); } } displayGraphics.DrawImage(i,
ClientRectangle); i.Dispose(); } } [/csharp]
```