

Draw each of 100 cells with randomly chosen colors



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

public class ColorChips : Form {
    public ColorChips() {
        Size = new Size(300,300);
        Text = "Color Chips";
    }

    protected override void OnPaint(PaintEventArgs e) {
        Graphics g = e.Graphics;
        int h = DisplayRectangle.Height;
        int w = DisplayRectangle.Width;
        Random r = new Random();

        for (int i = 0; i < 10; i++){ for (int j = 0; j < 10; j++) {
            Color color = Color.FromArgb (r.Next(256), r.Next(256),
            r.Next(256)); Brush brush = new SolidBrush(color);
            g.FillRectangle(brush, i*w/10, j*h/10, w/10, h/10); } }
        base.OnPaint(e); } static void Main() { Application.Run(new
        ColorChips()); } } [/csharp]
```