

Draw radiation lines



```
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 );
}

protected override void OnPaint(PaintEventArgs e) {
Graphics g = e.Graphics;

using (Pen blackPen = new Pen(Color.Black, 1))
{
if (ClientRectangle.Height/10>0)
{
for (int y = 0; y < ClientRectangle.Height; y +=
ClientRectangle.Height / 10) { g.DrawLine(blackPen, new
Point(0, 0), new Point(ClientRectangle.Width, y)); } } } }
```

```
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()); } } [/csharp]
```