

Enumerate LinearGradientMode



```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Text;
using System.Windows.Forms;
using System.Drawing.Drawing2D;

public class MainForm : Form {
public MainForm() {
CenterToScreen();
}

protected void OnPaint(PaintEventArgs e) {
Graphics g = e.Graphics;
Rectangle r = new Rectangle(10, 10, 100, 100);
LinearGradientBrush theBrush = null;
int yOffset = 10;
Array obj = Enum.GetValues(typeof(LinearGradientMode));
for (int x = 0; x < obj.Length; x++) { LinearGradientMode temp
= (LinearGradientMode)obj.GetValue(x); theBrush = new
LinearGradientBrush(r, Color.GreenYellow, Color.Blue, temp);
g.DrawString(temp.ToString(), new Font("Times New Roman", 10),
new SolidBrush(Color.Black), 0, yOffset);
g.FillRectangle(theBrush, 150, yOffset, 200, 50); yOffset +=
80; } } } [/csharp]
```