

FillPolygon: Alternate and Winding Fill Modes

```
using System;
using System.Drawing;
using System.Drawing.Drawing2D;
using System.Windows.Forms;

class FillModesClassical : Form {
public static void Main() {
Application.Run(new FillModesClassical());
}
public FillModesClassical() {
ResizeRedraw = true;
ClientSize = new Size(2 * ClientSize.Height,
ClientSize.Height);
}
protected override void OnPaint(PaintEventArgs pea) {
DoPage(pea.Graphics, ForeColor, ClientSize.Width,
ClientSize.Height);
}
protected void DoPage(Graphics grfx, Color clr, int cx, int
cy) {
Brush brush = new SolidBrush(clr);
Point[] apt = new Point[5];

for (int i = 0; i < apt.Length; i++) { double dAngle = (i *
0.8 - 0.5) * Math.PI; apt[i] = new Point( (int)(cx * (0.25 +
0.24 * Math.Cos(dAngle))), (int)(cy * (0.50 + 0.48 *
Math.Sin(dAngle)))); } grfx.FillPolygon(brush, apt,
FillMode.Alternate); } } [/csharp]
```