Get Pixel information

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

public class Form1 : System.Windows.Forms.Form
{
public Form1()
{
InitializeComponent();
}
private void InitializeComponent()
{
this.AutoScaleBaseSize = new System.Drawing.Size(5, 13);
this.ClientSize = new System.Drawing.Size(292, 273);
this.Text = “”;
this.Resize += new System.EventHandler(this.Form1_Resize);
this.Paint                    +=                    new
System.Windows.Forms.PaintEventHandler(this.Form1_Paint);

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

private     void     Form1_Paint(object     sender,
System.Windows.Forms.PaintEventArgs e)
{
```

```
Graphics gForm = e.Graphics;
gForm.FillRectangle(Brushes.White, this.ClientRectangle);

// Create a bitmap in memory
Bitmap bmp = new Bitmap(6, 6);
Graphics gBmp = Graphics.FromImage(bmp);

gBmp.FillRectangle(Brushes.White,  0,  0,  bmp.Width,
bmp.Height);

gBmp.DrawLine(Pens.Red, 0, 0, 5, 5);

gForm.DrawImage(bmp, 20, 20, bmp.Width, bmp.Height);

// Finally, get the pixel information
for (int y = 0; y < bmp.Height; ++y) { for (int x = 0; x <
bmp.Width;  ++x)  {  Color  c  =  bmp.GetPixel(x,  y);
Console.Write("{0,2:x}{1,2:x}{2,2:x}{3,2:x} ", c.A, c.R, c.G,
c.G); } Console.WriteLine(); } bmp.Dispose(); } private void
Form1_Resize(object  sender,  System.EventArgs  e)  {
Invalidate(); } } [/csharp]
```