

# Graphics: FillClosedCurve

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

class ClosedCurveFillModes: Form
{
public static void Main()
{
Application.Run(new ClosedCurveFillModes());
}
ClosedCurveFillModes()
{
ResizeRedraw = true;
}
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.FillClosedCurve(brush, apt,
FillMode.Alternate); for (int i = 0; i < apt.Length; i++)
apt[i].X += cx / 2; grfx.FillClosedCurve(brush, apt,
FillMode.Winding); } } [/csharp]
```