

# List all Hatch Brush styles



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

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.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 g = e.Graphics;
        int yOffset = 10;
```

```
Array obj = Enum.GetValues(typeof(HatchStyle));

for(int i = 0; i < 10; i++) { HatchStyle temp =
(HatchStyle)obj.GetValue(i); HatchBrush theBrush = new
HatchBrush(temp, Color.White, Color.Black);
g.DrawString(temp.ToString(), new Font("Times New Roman", 10),
new SolidBrush(Color.Black), 0, yOffset); g.
FillEllipse(theBrush, 150, yOffset, 200, 25); yOffset += 40; }
} } [/csharp]
```