

# Spiral

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

class Spiral: Form
{
public static void Main()
{
Application.Run(new Spiral());
}
public Spiral()
{
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)
{
const int iNumRevs = 20;
int iNumPoints = iNumRevs * 2 * (cx + cy);
PointF[] aptf = new PointF[iNumPoints];
float fAngle, fScale;

for (int i = 0; i < iNumPoints; i++) { fAngle = (float)(i * 2
* Math.PI / (iNumPoints / iNumRevs)); fScale = 1 - (float)i /
iNumPoints; aptf[i].X = (float)(cx / 2 * (1 + fScale *
Math.Cos(fAngle))); aptf[i].Y = (float)(cy / 2 * (1 + fScale *
Math.Sin(fAngle))); } grfx.DrawLine(new Pen(clr), aptf); } }
[/csharp]
```