

Star Gradient Brush

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

class StarGradientBrush: Form
{
public static void Main()
{
Application.Run(new StarGradientBrush());
}
public StarGradientBrush()
{
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)
{
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 * (0.50 +
0.48 * Math.Cos(dAngle))), (int)(cy * (0.50 + 0.48 *
Math.Sin(dAngle)))); } PathGradientBrush pgbush = new
PathGradientBrush(apt); pgbush.CenterColor = Color.White;
pgbush.SurroundColors = new Color[1] { Color.Black };
grfx.FillRectangle(pgbush, 0, 0, cx, cy); } } [/csharp]
```