TextRenderingHint: Anti-Aliased Text

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

class AntiAliasedText: Form
{
public static void Main()
{
Application.Run(new AntiAliasedText());
}
public AntiAliasedText()
{
Font = new Font("Times New Roman", 12);
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);
string str = "A ";
int cxText = (int) grfx.MeasureString(str, Font).Width;

for (int i = 0; i < 6; i++) { grfx.TextRenderingHint =
(TextRenderingHint)i; grfx.DrawString(str, Font, brush, i *
cxText, 0); } } } [/csharp]
```