write the pixel information to the console window

```csharp
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Text;
using System.Windows.Forms;

public class Form1 : Form {

protected override void OnPaint(PaintEventArgs e) {
Graphics gForm = e.Graphics;
gForm.FillRectangle(Brushes.White, this.ClientRectangle);
Bitmap bmp = new Bitmap(6, 6);
Graphics gBmp = Graphics.FromImage(bmp);

gBmp.FillRectangle(Brushes.White,  0,  0,  bmp.Width,
bmp.Height);
gBmp.DrawLine(Pens.Red, 0, 0, 5, 5);
gForm.DrawImage(bmp, 20, 20, bmp.Width, bmp.Height);

for (int y = 0; y < bmp.Height; ++y) { for (int x = 0; x <
bmp.Width;  ++x)  {  Color  c  =  bmp.GetPixel(x,  y);
Console.Write("{0,2:x}{1,2:x}{2,2:x}{3,2:x} ",c.A, c.R, c.G,
c.G); } Console.WriteLine(); } bmp.Dispose(); } public static
void Main() { Application.Run(new Form1()); } } [/csharp]
```