

## GDI+ Programming in C# and VB .NET

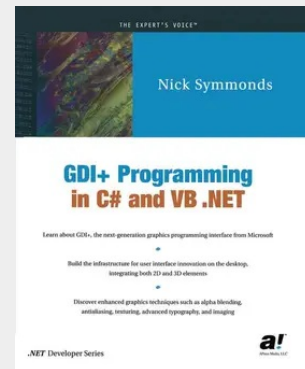
GDI+ both wraps arcane API calls and extends them for much easier use. Programmers no longer have to make do with the familiar but simplistic VB 6.0 drawing model, nor do they have to dig down into the GDI API in order to get any real work done. In GDI+, Microsoft has come up with a complete, but still extensible, set of classes for all of the .NET programmers drawing needs.

GDI+ requires different techniques than the Windows GDI API, as it is completely stateless. *GDI+ Programming in C# and VB .NET* starts out with an explanation of GDI+ and how it relates to GDI. The book then dives deep into the GDI+ namespaces and classes. The book begins with basic drawing in the early chapters and then explains in an understandable manner more complex drawing techniques, including paths, gradients, alpha blends, matrix operations, and transformations.

Later chapters cover how to work with bitmaps and other images, as well as advanced drawing and printing techniques. The final two chapters are devoted to useful projects that show the subject matter of the previous chapters in real-world examples.

Throughout *GDI+ Programming in C# and VB .NET*, author **Nick Symmonds** not only explains the different namespaces and classes relating to GDI+, but also takes the time to cover the best practices of graphics programming. Woven throughout the book are numerous examples that tie together different aspects of programming in .NET that teach programmers how to get the best possible speed and efficiency out of their code.

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