Creative Angles/Lines

Form1.cs:

```
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
//using System.Threading.Tasks;
using System.Windows.Forms;

namespace angles
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
            start_x = canvas.Width / 2;
            start_y = canvas.Height / 2;
        }

        Pen mypen = new Pen(Color.Black);
        Graphics g = null;


        static int center_x, center_y;
        static int start_x, start_y;
        static int end_x, end_y;

        static int my_angle = 0;
        static int my_length = 0;
        static int my_increment= 0;
        static int my_lines = 0;


        private void canvas_Paint(object sender, PaintEventArgs e)
        {
            mypen.Width = 1;
            my_length = Int32.Parse(textBox2.Text);

            g = canvas.CreateGraphics();
            for( int i=0; i<Int32.Parse(textBox1.Text); i++ )
            drawLine();
        }

        private void drawLine()
        {

            Random randomGen = new Random();
            mypen.Color = Color.FromArgb(randomGen.Next(255),
randomGen.Next(255), randomGen.Next(255));

            //---color
            my_angle = my_angle + Int32.Parse(textBox3.Text);
```

```
            my_length = my_length + Int32.Parse(textBox4.Text);

            end_x=(int)(start_x+Math.Cos(my_angle *
.017453292519)*my_length); //convert rad....
            end_y = (int)(start_y + Math.Sin(my_angle * .017453292519) *
my_length);
            Point[] points =
            {
                new Point(start_x,start_y),
                new Point(end_x,end_y)
            };

            start_x = end_x;
            start_y = end_y;
            g.DrawLines(mypen, points);
        }

        private void button1_Click(object sender, EventArgs e)
        {
            my_length =Int32.Parse(textBox2.Text);
            my_angle=Int32.Parse(textBox3.Text);
            my_increment = Int32.Parse(textBox4.Text);

            start_x = canvas.Width / 2;
            start_y = canvas.Height / 2;

            canvas.Refresh();

        }
    }
}
```