Namespace ASE_Assignment

Classes

AppCanvas

Implements drawing commands from ICanvas interface

AppCommandFactory

Command Factory is a class representing a design pattern for creating new commands

AppInt

Class for Int command. Extends Boose's Int command and removes its restrictions.

AppReal

Class for Real command. Extends Boose's Real commmand and removes restrictions.

AppWrite

Class for AppWrite Command. Implements ICommand Interface and extends CommandOneParameter.

BooseForm

BooseForm is a class representing the windows form for the BOOSE interpreter. Deals with user interface and program execution.

Class AppCanvas

Namespace: <u>ASE Assignment</u>
Assembly: ASE Assignment.dll

Implements drawing commands from ICanvas interface

```
public class AppCanvas : ICanvas
```

Inheritance

<u>object</u> < AppCanvas

Implements

ICanvas

Inherited Members

Constructors

AppCanvas()

Initializes instance of AppCanvas. Sets

```
public AppCanvas()
```

Properties

PenColour

Get/Set Pencolour for current Pen.

```
public object PenColour { get; set; }
```

Property Value

Xpos

filled bool♂

```
X position of cursor.
 public int Xpos { get; set; }
Property Value
<u>int</u>♂
Ypos
Y position of cursor.
 public int Ypos { get; set; }
Property Value
<u>int</u>♂
Methods
Circle(int, bool)
Draw a circle with specified radius.
 public void Circle(int radius, bool filled)
Parameters
radius <u>int</u>♂
  Radius of circle.
```

If True the circle is drawn filled in.

Exceptions

CanvasException

Throws exception if radius is invalid

Clear()

Resets background to default colour (grey).

```
public void Clear()
```

DrawTo(int, int)

Draw a line from current position to specified position using initialized pen object, updates x,y to new position.

```
public void DrawTo(int x, int y)
```

Parameters

x int♂

X position to draw to.

y <u>int</u>♂

Y position to draw to.

Exceptions

CanvasException

Throws exception if specified x,y positions are invalid.

MoveTo(int, int)

```
Moves cursor position to specified x,y.
  public void MoveTo(int x, int y)
Parameters
x <u>int</u>♂
  specified x position.
y <u>int</u>♂
  specified y position.
Exceptions
CanvasException
  Throws exception if x,y are invalid.
Rect(int, int, bool)
Draws a rectangle with specified width, height.
  public void Rect(int width, int height, bool filled)
Parameters
width <u>int</u>♂
  width of rectangle.
height <u>int</u>♂
  height of rectangle.
filled bool♂
  True if rectangle is to be filled.
```

Exceptions

CanvasException

Throws exception if width, height are invalid

Reset()

```
Reset cursor positon to 0,0.
```

```
public void Reset()
```

Set(int, int)

Sets canvas size and creates bitmap.

```
public void Set(int xsize, int ysize)
```

Parameters

```
xsize <u>int</u>♂
```

width of canvas

ysize <u>int</u>♂

height of canvas

SetColour(int, int, int)

Sets colour of pen based on specified r,g,b values.

```
public void SetColour(int red, int green, int blue)
```

Parameters

```
red <u>int</u>♂
```

amount of red.

```
green int♂
  amount of green.
blue <u>int</u>♂
  amount of blue.
Exceptions
CanvasException
Tri(int, int)
Draws a triangle with specified width and height. Not implemented yet.
 public void Tri(int width, int height)
Parameters
width <u>int</u>♂
  width of triangle
```

height <u>int</u>♂

height of triangle

Exceptions

<u>NotImplementedException</u>

☑

Not implemented yet

WriteText(string)

Draws text onto the output window.

```
public void WriteText(string text)
```

Parameters

```
text <u>string</u>♂
```

Text to be drawn.

getBitmap()

Returns bitmap

public object getBitmap()

Returns

<u>object</u>♂

bitmap

Class AppCommandFactory

Namespace: <u>ASE Assignment</u>
Assembly: ASE Assignment.dll

Command Factory is a class representing a design pattern for creating new commands

```
public class AppCommandFactory : CommandFactory, ICommandFactory
```

Inheritance

<u>object</u>

✓ CommandFactory ← AppCommandFactory

Implements

ICommandFactory

Inherited Members

<u>object.Equals(object)</u> <u>object.Equals(object, object)</u> <u>object.GetHashCode()</u> <u>object.GetType()</u> <u>object.MemberwiseClone()</u> <u>object.ReferenceEquals(object, object)</u> <u>object.ToString()</u> <u>object.ToString() object.ToString() ob</u>

Constructors

AppCommandFactory()

```
public AppCommandFactory()
```

Methods

MakeCommand(string)

Makes a Command Object from a String Passed. Currently creates int, real and write.

```
public override ICommand MakeCommand(string commandType)
```

Parameters

String representing command to be created. It is made lower and trimmed.

Returns

ICommand

returns an ICommand obkect on success

Class AppInt

Namespace: <u>ASE Assignment</u>
Assembly: ASE Assignment.dll

Class for Int command. Extends Boose's Int command and removes its restrictions.

```
public class AppInt : Int, ICommand
```

Inheritance

<u>object</u> ♂ ← Command ← Evaluation ← Int ← AppInt

Implements

ICommand

Inherited Members

Methods

Restrictions()

public override void Restrictions()

Class AppReal

Namespace: <u>ASE Assignment</u>
Assembly: ASE Assignment.dll

Class for Real command. Extends Boose's Real command and removes restrictions.

```
public class AppReal : Real, ICommand
```

Inheritance

<u>object</u> ✓ ← Command ← Evaluation ← Real ← AppReal

Implements

ICommand

Inherited Members

Methods

Restrictions()

public override void Restrictions()

Class AppWrite

Namespace: <u>ASE Assignment</u>
Assembly: ASE Assignment.dll

Class for AppWrite Command. Implements ICommand Interface and extends CommandOneParameter.

```
public class AppWrite : CommandOneParameter, ICommand
```

Inheritance

<u>object</u> ✓ ← Command ← CanvasCommand ← CommandOneParameter ← AppWrite

Implements

ICommand

Inherited Members

CommandOneParameter.param1 , CommandOneParameter.param1unprocessed ,

CommandOneParameter.CheckParameters(string[]) , CanvasCommand.yPos , CanvasCommand.xPos ,

CanvasCommand.canvas , CanvasCommand.Canvas , Command.program , Command.parameterList ,

Command.parameters , Command.paramsint , Command.Set(StoredProgram, string) ,

Command.Compile() , Command.ProcessParameters(string) , Command.ToString() ,

Command.Program , Command.Name , Command.ParameterList , Command.Parameters ,

Command.Paramsint , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() ,

object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object)

Constructors

AppWrite()

```
public AppWrite()
```

Methods

Execute()

Overridien method execute. Checks parameters equal 1 and on success calls WriteText method from AppCanvas Class with parsed parameters.

public override void Execute()

Exceptions

 ${\sf CommandException}$

Exception raised if invalid parameters

Class BooseForm

Namespace: <u>ASE Assignment</u>
Assembly: ASE Assignment.dll

BooseForm is a class representing the windows form for the BOOSE interpreter. Deals with user interface and program execution.

```
public class BooseForm : Form, IDropTarget, ISynchronizeInvoke, IWin32Window,
IBindableComponent, IComponent, IDisposable, IContainerControl
```

Inheritance

```
<u>object</u> \[ \] \leftarrow \] MarshalByRefObject \[ \] \leftarrow \] Component \[ \] \leftarrow \] Control \[ \] \leftarrow \] ScrollableControl \[ \] \leftarrow ContainerControl \[ \] \leftarrow Control \[ \] \leftarrow Control \[
```

Implements

<u>IDropTarget</u> ☑, <u>ISynchronizeInvoke</u> ☑, <u>IWin32Window</u> ☑, <u>IBindableComponent</u> ☑, <u>IComponent</u> ☑, <u>IDisposable</u> ☑, <u>IContainerControl</u> ☑

Inherited Members

```
Form.SetVisibleCore(bool) □ , Form.Activate() □ , Form.ActivateMdiChild(Form) □ ,
Form.AddOwnedForm(Form) ☑ , Form.AdjustFormScrollbars(bool) ☑ , Form.Close() ☑ ,
Form.CreateAccessibilityInstance() ☑ , Form.CreateControlsInstance() ☑ , Form.CreateHandle() ☑ ,
<u>Form.DefWndProc(ref Message)</u> ☑ , <u>Form.ProcessMnemonic(char)</u> ☑ , <u>Form.CenterToParent()</u> ☑ ,
Form.CenterToScreen() , Form.LayoutMdi(MdiLayout) , Form.OnActivated(EventArgs) ,
Form.OnBackgroundImageChanged(EventArgs) ☑,
<u>Form.OnBackgroundImageLayoutChanged(EventArgs)</u> 

☑ , <u>Form.OnClosing(CancelEventArgs)</u> 
☑ ,
Form.OnClosed(EventArgs) <a>r/>
</a> , Form.OnFormClosing(FormClosingEventArgs) <a>r/>
</a> ,
<u>Form.OnFormClosed(FormClosedEventArgs)</u> 

☑ , <u>Form.OnCreateControl()</u> 
☑ ,
Form.OnDeactivate(EventArgs) ☑ , Form.OnEnabledChanged(EventArgs) ☑ , Form.OnEnter(EventArgs) ☑ ,
<u>Form.OnFontChanged(EventArgs)</u> □ , <u>Form.OnGotFocus(EventArgs)</u> □ ,
Form.OnHandleCreated(EventArgs) . Form.OnHandleDestroyed(EventArgs) . ,
Form.OnHelpButtonClicked(CancelEventArgs) , Form.OnLayout(LayoutEventArgs) ,
Form.OnLoad(EventArgs) <a>™</a> , Form.OnMaximizedBoundsChanged(EventArgs) <a>™</a> ,
Form.OnMaximumSizeChanged(EventArgs) , Form.OnMinimumSizeChanged(EventArgs) ,
Form.OnInputLanguageChanged(InputLanguageChangedEventArgs) ,
Form.OnInputLanguageChanging(InputLanguageChangingEventArgs) ,
Form.OnVisibleChanged(EventArgs) d , Form.OnMdiChildActivate(EventArgs) d ,
Form.OnMenuStart(EventArgs) d, Form.OnMenuComplete(EventArgs) d,
Form.OnPaint(PaintEventArgs) □ , Form.OnResize(EventArgs) □ ,
```

```
Form.OnDpiChanged(DpiChangedEventArgs) ♂, Form.OnGetDpiScaledSize(int, int, ref Size) ♂,
Form.OnRightToLeftLayoutChanged(EventArgs) , Form.OnShown(EventArgs) , , Form.OnShown(EventArgs)
Form.OnTextChanged(EventArgs) , Form.ProcessCmdKey(ref Message, Keys) ,
Form.ProcessDialogKey(Keys) ☑ , Form.ProcessDialogChar(char) ☑ ,
<u>Form.ProcessKeyPreview(ref Message)</u>  

☑ , <u>Form.ProcessTabKey(bool)</u>  

☑ ,
Form.RemoveOwnedForm(Form) ♂, Form.Select(bool, bool) ♂,
Form.GetScaledBounds(Rectangle, SizeF, BoundsSpecified) ,
Form.ScaleControl(SizeF, BoundsSpecified) , Form.SetBoundsCore(int, int, int, int, BoundsSpecified) ,
Form.SetClientSizeCore(int, int) , Form.SetDesktopBounds(int, int, int, int) , ,
Form.SetDesktopLocation(int, int) , Form.Show(IWin32Window) , Form.ShowDialog() ,
Form.ShowDialog(IWin32Window) , Form.ToString() , Form.UpdateDefaultButton() ,
Form.OnResizeBegin(EventArgs) , Form.OnResizeEnd(EventArgs) ,
Form.OnStyleChanged(EventArgs) d , Form.ValidateChildren() d ,
Form.ActiveForm d, Form.ActiveMdiChild d, Form.AllowTransparency d, Form.AutoScroll d,
Form.AutoSized, Form.AutoSizeModed, Form.AutoValidated, Form.BackColord,
Form.FormBorderStyle degree , Form.CancelButton degree , Form.ClientSize degree , Form.ControlBox degree , Form.ControlB
Form.CreateParams ♂, Form.DefaultImeMode ♂, Form.DefaultSize ♂, Form.DesktopBounds ♂,
Form.DesktopLocation , Form.DialogResult , Form.HelpButton , Form.Icon , Form.IsMdiChild ,
Form.lsMdiContainer , Form.lsRestrictedWindow , Form.KeyPreview , Form.Location ,
Form.MaximizedBounds ☑, Form.MaximumSize ☑, Form.MainMenuStrip ☑, Form.MinimumSize ☑,
Form.MaximizeBox ☑ , Form.MdiChildren ☑ , Form.MdiChildrenMinimizedAnchorBottom ☑ ,
Form.MdiParent , Form.MinimizeBox , Form.Modal , Form.Opacity , Form.OwnedForms ,
Form.Owner d, Form.RestoreBounds d, Form.RightToLeftLayout d, Form.ShowInTaskbar d,
Form.Showlcon do , Form.ShowWithoutActivation do , Form.Size do , Form.SizeGripStyle do ,
Form.StartPosition ☑, Form.Text ☑, Form.TopLevel ☑, Form.TopMost ☑, Form.TransparencyKey ☑,
Form.WindowState , Form.AutoSizeChanged , Form.AutoValidateChanged ,
Form.HelpButtonClicked ☑, Form.MaximizedBoundsChanged ☑, Form.MaximumSizeChanged ☑,
Form.MinimumSizeChanged ☑, Form.Activated ☑, Form.Deactivate ☑, Form.FormClosing ☑,
Form.FormClosed , Form.Load , Form.MdiChildActivate , Form.MenuComplete ,
Form.MenuStart d, Form.InputLanguageChanged d, Form.InputLanguageChanging d,
Form.RightToLeftLayoutChanged , Form.Shown , Form.DpiChanged , Form.ResizeBegin , Form.ResizeBegin ,
Form.ResizeEnd , ContainerControl.OnAutoValidateChanged(EventArgs) , ,
ContainerControl.OnMove(EventArgs) ☑, ContainerControl.OnParentChanged(EventArgs) ☑,
ContainerControl.PerformAutoScale() , ContainerControl.RescaleConstantsForDpi(int, int) ,
ContainerControl.Validate() □ , ContainerControl.Validate(bool) □ ,
ContainerControl.AutoScaleDimensions ☑, ContainerControl.AutoScaleFactor ☑,
ContainerControl.CanEnableImed, ContainerControl.ActiveControld,
```

```
ScrollableControl.ScrollStateAutoScrolling d, ScrollableControl.ScrollStateHScrollVisible d,
ScrollableControl.ScrollStateVScrollVisible , ScrollableControl.ScrollStateUserHasScrolled ,
ScrollableControl.ScrollStateFullDrag , ScrollableControl.GetScrollState(int) ,
<u>ScrollableControl.OnMouseWheel(MouseEventArgs)</u> ,
<u>ScrollableControl.OnRightToLeftChanged(EventArgs)</u>  □ ,
<u>ScrollableControl.OnPaintBackground(PaintEventArgs)</u> // ,
ScrollableControl.OnPaddingChanged(EventArgs) , ScrollableControl.SetDisplayRectLocation(int, int) ,
ScrollableControl.ScrollControlIntoView(Control) , ScrollableControl.ScrollToControl(Control) ,
ScrollableControl.OnScroll(ScrollEventArgs) , ScrollableControl.SetAutoScrollMargin(int, int) ,
ScrollableControl.SetScrollState(int, bool) , ScrollableControl.AutoScrollMargin ,
<u>ScrollableControl.AutoScrollPosition</u> do , <u>ScrollableControl.AutoScrollMinSize</u> do ,
ScrollableControl.DisplayRectangle , ScrollableControl.HScroll , ScrollableControl.HorizontalScroll ,
ScrollableControl.VScroll , ScrollableControl.VerticalScroll , ScrollableControl.Scroll ,
<u>Control.GetAccessibilityObjectById(int)</u> , <u>Control.SetAutoSizeMode(AutoSizeMode)</u> , ,
Control.AccessibilityNotifyClients(AccessibleEvents, int) ,
Control.AccessibilityNotifyClients(AccessibleEvents, int, int) , Control.BeginInvoke(Delegate) ,
Control.BeginInvoke(Action) ♂, Control.BeginInvoke(Delegate, params object[]) ♂,
Control.BringToFront() ☑ , Control.Contains(Control) ☑ , Control.CreateGraphics() ☑ ,
Control.CreateControl() ☑, Control.DestroyHandle() ☑, Control.DoDragDrop(object, DragDropEffects) ☑,
Control.DoDragDrop(object, DragDropEffects, Bitmap, Point, bool) ♂,
Control.DrawToBitmap(Bitmap, Rectangle) ♂, Control.EndInvoke(IAsyncResult) ♂, Control.FindForm() ♂,
Control.GetTopLevel() ≥ , Control.RaiseKeyEvent(object, KeyEventArgs) ≥ ,
Control.RaiseMouseEvent(object, MouseEventArgs) de , Control.Focus() de ,
<u>Control.FromChildHandle(nint)</u> ♂, <u>Control.FromHandle(nint)</u> ♂,
Control.GetChildAtPoint(Point, GetChildAtPointSkip) d., Control.GetChildAtPoint(Point) d.,
Control.GetContainerControl() □ , Control.GetNextControl(Control, bool) □ ,
Control.GetStyle(ControlStyles) ♂, Control.Hide() ♂, Control.InitLayout() ♂, Control.Invalidate(Region) ♂,
Control.Invalidate(Region, bool) ☑, Control.Invalidate() ☑, Control.Invalidate(bool) ☑,
Control.Invalidate(Rectangle) ♂, Control.Invalidate(Rectangle, bool) ♂, Control.Invoke(Action) ♂,
Control.Invoke(Delegate) ☑ , Control.Invoke(Delegate, params object[]) ☑ ,
<u>Control.Invoke<T>(Func<T>)</u> ♂, <u>Control.InvokePaint(Control, PaintEventArgs)</u> ♂,
Control.InvokePaintBackground(Control, PaintEventArgs) 

☐ , Control.IsKeyLocked(Keys) 
☐ ,
Control.lsInputChar(char) ♂, Control.lsInputKey(Keys) ♂, Control.lsMnemonic(char, string) ♂,
<u>Control.LogicalToDeviceUnits(int)</u> ✓, <u>Control.LogicalToDeviceUnits(Size)</u> ✓,
Control.ScaleBitmapLogicalToDevice(ref Bitmap) \( \text{\texts} \) , Control.NotifyInvalidate(Rectangle) \( \text{\texts} \) ,
Control.InvokeOnClick(Control, EventArgs) ♂, Control.OnAutoSizeChanged(EventArgs) ♂,
Control.OnBackColorChanged(EventArgs) ☑, Control.OnBindingContextChanged(EventArgs) ☑,
<u>Control.OnCausesValidationChanged(EventArgs)</u> ✓ , <u>Control.OnContextMenuStripChanged(EventArgs)</u> ✓ ,
```

```
<u>Control.OnCursorChanged(EventArgs)</u> ✓ , <u>Control.OnDataContextChanged(EventArgs)</u> ✓ ,
Control.OnDockChanged(EventArgs) ☑, Control.OnForeColorChanged(EventArgs) ☑,
Control.OnNotifyMessage(Message) ☑, Control.OnParentBackColorChanged(EventArgs) ☑,
<u>Control.OnParentBackgroundImageChanged(EventArgs)</u> ✓,
<u>Control.OnParentBindingContextChanged(EventArgs)</u> ♂, <u>Control.OnParentCursorChanged(EventArgs)</u> ♂,
Control.OnParentDataContextChanged(EventArgs) ☑, Control.OnParentEnabledChanged(EventArgs) ☑,
<u>Control.OnParentFontChanged(EventArgs)</u> ✓ , <u>Control.OnParentForeColorChanged(EventArgs)</u> ✓ ,
<u>Control.OnParentRightToLeftChanged(EventArgs)</u> ∠, <u>Control.OnParentVisibleChanged(EventArgs)</u> ∠,
Control.OnPrint(PaintEventArgs) , Control.OnTabIndexChanged(EventArgs) ,
Control.OnTabStopChanged(EventArgs) down, Control.OnClick(EventArgs) down, Control.OnClick(EventAr
Control.OnClientSizeChanged(EventArgs) ♂, Control.OnControlAdded(ControlEventArgs) ♂,
<u>Control.OnControlRemoved(ControlEventArgs)</u> 

✓ , <u>Control.OnLocationChanged(EventArgs)</u> 

✓ ,
Control.OnDoubleClick(EventArgs) , Control.OnDragEnter(DragEventArgs) ,
<u>Control.OnDragOver(DragEventArgs)</u> ♂, <u>Control.OnDragLeave(EventArgs)</u> ♂,
<u>Control.OnDragDrop(DragEventArgs)</u> , <u>Control.OnGiveFeedback(GiveFeedbackEventArgs)</u> ,
Control.InvokeGotFocus(Control, EventArgs) 

☐ , Control.OnHelpRequested(HelpEventArgs) 
☐ ,
Control.OnInvalidated(InvalidateEventArgs) □, Control.OnKeyDown(KeyEventArgs) □,
Control. On Key Press (\underline{Key Press Event Args}) \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Key Event Args})} \square \ , \ \underline{Control. On Key Up (\underline{Control. On Key Up (\underline{Co
<u>Control.OnLeave(EventArgs)</u> ✓, <u>Control.InvokeLostFocus(Control, EventArgs)</u> ✓,
Control.OnLostFocus(EventArgs) ♂, Control.OnMarginChanged(EventArgs) ♂,
Control.OnMouseDoubleClick(MouseEventArgs) ☑, Control.OnMouseClick(MouseEventArgs) ☑,
<u>Control.OnMouseCaptureChanged(EventArgs)</u> ♂, <u>Control.OnMouseDown(MouseEventArgs)</u> ♂,
<u>Control.OnMouseEnter(EventArgs)</u> ✓, <u>Control.OnMouseLeave(EventArgs)</u> ✓,
Control.OnDpiChangedBeforeParent(EventArgs) □, Control.OnDpiChangedAfterParent(EventArgs) □,
Control.OnMouseHover(EventArgs) ☑, Control.OnMouseMove(MouseEventArgs) ☑,
Control.OnMouseUp(MouseEventArgs) ☑,
<u>Control.OnQueryContinueDrag(QueryContinueDragEventArgs)</u> 

✓ ,
Control.OnRegionChanged(EventArgs) ☑, Control.OnPreviewKeyDown(PreviewKeyDownEventArgs) ☑,
Control.OnSizeChanged(EventArgs) ☑, Control.OnChangeUlCues(UlCuesEventArgs) ☑,
Control.OnSystemColorsChanged(EventArgs) degree , Control.OnValidating(CancelEventArgs) degree ,
Control.OnValidated(EventArgs) ☑, Control.PerformLayout() ☑, Control.PerformLayout(Control, string) ☑,
Control.PointToClient(Point) ☑, Control.PointToScreen(Point) ☑,
<u>Control.PreProcessMessage(ref Message)</u> ♂, <u>Control.PreProcessControlMessage(ref Message)</u> ♂,
<u>Control.ProcessKeyEventArgs(ref Message)</u>  , <u>Control.ProcessKeyMessage(ref Message)</u>  , ,
Control.RaiseDragEvent(object, DragEventArgs) □, Control.RaisePaintEvent(object, PaintEventArgs) □,
Control.RecreateHandle() □ , Control.RectangleToClient(Rectangle) □ ,
<u>Control.Refresh()</u> ♂, <u>Control.ResetMouseEventArgs()</u> ♂, <u>Control.ResetText()</u> ♂, <u>Control.ResumeLayout()</u> ♂,
Control.ResumeLayout(bool) ☑, Control.Scale(SizeF) ☑, Control.Select() ☑,
Control.SelectNextControl(Control, bool, bool, bool, bool) dool, control.SendToBack() do ,
```

```
Control.SizeFromClientSize(Size) ☑, Control.SetStyle(ControlStyles, bool) ☑, Control.SetTopLevel(bool) ☑,
<u>Control.RtlTranslateAlignment(LeftRightAlignment)</u> □,
<u>Control.RtlTranslateAlignment(ContentAlignment)</u> <a href="mailto:rd">rd</a>,
<u>Control.RtlTranslateLeftRight(LeftRightAlignment)</u> , <u>Control.RtlTranslateContent(ContentAlignment)</u>, ,
Control.Show() ♂, Control.SuspendLayout() ♂, Control.Update() ♂, Control.UpdateBounds() ♂,
Control.UpdateBounds(int, int, int, int, int) □, Control.UpdateBounds(int, int, int, int, int, int) □,
Control.UpdateZOrder() ♂, Control.UpdateStyles() ♂, Control.OnImeModeChanged(EventArgs) ♂,
Control.AccessibilityObject ☑, Control.AccessibleDefaultActionDescription ☑,
Control.AccessibleDescription ☑, Control.AccessibleName ☑, Control.AccessibleRole ☑,
Control.AllowDrop do , Control.Anchor do , Control.AutoScrollOffset do , Control.LayoutEngine do ,
Control.DataContext☑, Control.BackgroundImage☑, Control.BackgroundImageLayout☑,
Control.Bottom do , Control.Bounds do , Control.CanFocus do , Control.CanRaiseEvents do ,
Control.CanSelect ♂, Control.Capture ♂, Control.Causes Validation ♂,
Control.CheckForIllegalCrossThreadCalls dealth. Control.ClientRectangle dealth. Control.CompanyName dealth. Control.CheckForIllegalCrossThreadCalls dealth. Control.ClientRectangle dealth. Control.CompanyName dealth. Control.CheckForIllegalCrossThreadCalls dealth. CheckForIllegalCrossThreadCalls dealth. CheckForIlleg
Control.ContainsFocus ♂, Control.ContextMenuStrip ♂, Control.Controls ♂, Control.Created ♂,
Control.Cursor description , Control.DataBindings description , Control.DefaultCursor description , C
Control.DefaultFont defaultForeColor defaultForeColor defaultMargin defaultMargin defaultMargin defaultForeColor defaultFore
Control.DefaultMaximumSized, Control.DefaultMinimumSized, Control.DefaultPaddingd,
Control.DoubleBuffered ☑, Control.Enabled ☑, Control.Focused ☑, Control.Font ☑,
Control.FontHeight☑, Control.ForeColor☑, Control.Handle☑, Control.HasChildren☑, Control.Height☑,
Control.IsHandleCreated ♂, Control.InvokeRequired ♂, Control.IsAccessible ♂,
Control.ModifierKeys☑, Control.MouseButtons☑, Control.MousePosition☑, Control.Name☑,
Control.Parent☑, Control.ProductName☑, Control.ProductVersion☑, Control.RecreatingHandle☑,
Control.Region ☑, Control.RenderRightToLeft ☑, Control.ResizeRedraw ☑, Control.Right ☑,
Control.RightToLeft dots, Control.ScaleChildren dots, Control.Site dots, Control.TabIndex dots, Control.TabStop dots, Control.TabIndex d
Control.Tag ☑ , Control.Top ☑ , Control.TopLevelControl ☑ , Control.ShowKeyboardCues ☑ ,
Control.ShowFocusCues day, Control.UseWaitCursor day, Control.Visible day, Control.Width day,
Control.PreferredSize do , Control.Padding do , Control.ImeMode do , Control.ImeModeBase do ,
Control.PropagatingImeMode ☑, Control.BackColorChanged ☑, Control.BackgroundImageChanged ☑,
Control.BackgroundImageLayoutChanged ☑, Control.BindingContextChanged ☑,
Control.CausesValidationChanged ☑, Control.ClientSizeChanged ☑,
Control.ContextMenuStripChanged domain , Control.CursorChanged domain , Control.DockChanged domain , Control.CursorChanged domain , Control.DockChanged domain , Control.CursorChanged do
Control.EnabledChanged dorum , Control.FontChanged dorum , Control.ForeColorChanged dorum ,
Control.LocationChanged ☑, Control.MarginChanged ☑, Control.RegionChanged ☑,
Control.RightToLeftChanged ☑, Control.SizeChanged ☑, Control.TabIndexChanged ☑,
```

```
Control.TabStopChanged ♂, Control.TextChanged ♂, Control.VisibleChanged ♂, Control.Click ♂,
Control.ControlAdded do , Control.ControlRemoved do , Control.DataContextChanged do ,
Control.DragDrop d , Control.DragEnter d , Control.DragOver d , Control.DragLeave d ,
Control.GiveFeedback do , Control.HandleCreated do , Control.HandleDestroyed do ,
Control.HelpRequested ♂, Control.Invalidated ♂, Control.PaddingChanged ♂, Control.Paint ♂,
Control.QueryContinueDrag ☑, Control.QueryAccessibilityHelp ☑, Control.DoubleClick ☑,
<u>Control.Enter</u> , <u>Control.GotFocus</u> , <u>Control.KeyDown</u> , <u>Control.KeyPress</u> , <u>Control.KeyUp</u> ,
Control.Layout double , Control.Leave double , Control.LostFocus double , Control.MouseClick double ,
Control.MouseDoubleClick day, Control.MouseCaptureChanged day, Control.MouseDown day,
Control.MouseEnter ♂, Control.MouseLeave ♂, Control.DpiChangedBeforeParent ♂,
Control.DpiChangedAfterParent ☑, Control.MouseHover ☑, Control.MouseMove ☑, Control.MouseUp ☑,
Control.MouseWheel ☑, Control.Move ☑, Control.PreviewKeyDown ☑, Control.Resize ☑,
Control.ChangeUlCues ☑, Control.StyleChanged ☑, Control.SystemColorsChanged ☑,
Control. Validating ☑, Control. Validated ☑, Control. ParentChanged ☑, Control. ImeModeChanged ☑,
<u>Component.Dispose()</u> ¬, <u>Component.GetService(Type)</u> ¬, <u>Component.Container</u> ¬,
Component.DesignMode doda , Component.Events doda , Component.Disposed doda ,
MarshalByRefObject.GetLifetimeService() □ , MarshalByRefObject.InitializeLifetimeService() □ ,
MarshalByRefObject.MemberwiseClone(bool) ♂, object.Equals(object) ♂, object.Equals(object, object, object) ♂,
<u>object.GetHashCode()</u> □ , <u>object.GetType()</u> □ , <u>object.MemberwiseClone()</u> □ ,
object.ReferenceEquals(object, object). □
```

Constructors

BooseForm()

Initializes instance of BooseForm class

public BooseForm()

Methods

Dispose(bool)

Clean up any resources being used.

protected override void Dispose(bool disposing)

Parameters

disposing <u>bool</u>♂

true if managed resources should be disposed; otherwise, false.

Namespace BooseTests

Classes

<u>CanvasTests</u>

<u>VariableTests</u>

Class CanvasTests

```
Namespace: BooseTests

Assembly: BooseTests.dll

[TestClass]
public class CanvasTests
```

Inheritance

object d ← CanvasTests

Inherited Members

<u>object.Equals(object)</u> , <u>object.Equals(object, object)</u> , <u>object.GetHashCode()</u> , <u>object.GetType()</u> , <u>object.MemberwiseClone()</u> , <u>object.ReferenceEquals(object, object)</u> , <u>object.ToString()</u>

Methods

TestDrawTo()

Tests the method DrawTo by calling the method and checking if the pen position is correct.

```
[TestMethod]
public void TestDrawTo()
```

TestMoveTo()

Tests the method MoveTo by calling the method and checking if the pen position is correct.

```
[TestMethod]
public void TestMoveTo()
```

TestMultiline()

Tests a multiline program by calling multiple MoveTo and DrawTo commands and checking the final pen position.

```
[TestMethod]
public void TestMultiline()
```

TestWrite()

```
[TestMethod]
public void TestWrite()
```

Class VariableTests

```
Assembly: BooseTests.dll

[TestClass]

public class VariableTests
```

Namespace: **BooseTests**

Inheritance

<u>object</u>

✓ VariableTests

Inherited Members

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \underline{object.GetHashCode()} \ \ \ \ \ \underline{object.GetType()} \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \underline{$

Methods

TestInt()

```
[TestMethod]
public void TestInt()
```

TestReal()

```
[TestMethod]
public void TestReal()
```