Namespace ASETests

Classes

<u>UnitTest1</u>

Class UnitTest1

Namespace: ASETests
Assembly: ASETests.dll

[TestClass]
public class UnitTest1

Inheritance

object d ← UnitTest1

Inherited Members

Methods

CheckDrawTo()

This method checks the drawTo method works as expected.

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

CheckDrawToWhenOutsideRange()

This method checks if the corrects exception is thrown if invalid parameters are given in the drawTo command.

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

CheckMoveTo()

This Test method checks the moveTo command acts as expected

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

CheckMoveToWhenOutsideRange()

This test method checks the corrects exception is thrown when invalid parameters for moveTo are given.

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

CheckmultiLine()

This method checks that multiple commands work together and give the expected result.

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

Namespace ASE_Assignment

Classes

AppCanvas

AppCanvas class that inherites from ICanvas and Handles all the drawing functions.

Form1

Main Form1 class that interacts with the design.

Class AppCanvas

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

AppCanvas class that inherites from ICanvas and Handles all the drawing functions.

```
public class AppCanvas : ICanvas
```

Inheritance

<u>object</u> < AppCanvas

Implements

ICanvas

Inherited Members

Constructors

AppCanvas()

Constructor method for AppCanvas.

```
public AppCanvas()
```

Properties

PenColour

This Function Handles the PenColour, it has both get and set functionality.

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

Property Value

Xpos

This Method Handles the Xpos variable with a get and set function.

```
public int Xpos { get; set; }
```

Property Value

<u>int</u>♂

Ypos

This Method Handles the Ypos variable with a get and set function.

```
public int Ypos { get; set; }
```

Property Value

<u>int</u>♂

Methods

Circle(int, bool)

Method that will draw a circle with given Radius.

```
public void Circle(int radius, bool filled)
```

Parameters

```
radius <u>int</u>♂
```

radius of the circle

filled bool♂

if the circle is filled or not.

Exceptions

CanvasException

An exception is thrown if the radius is not greater than 0.

Clear()

This method will fill the picture box with a solid colour when called.

```
public void Clear()
```

DrawTo(int, int)

Method to draw from current position to new position on screen when given the new x and y.

```
public void DrawTo(int toX, int toY)
```

Parameters

toX <u>int</u>♂

The new X postion it will move to.

toY <u>int</u>♂

the new Y position it will move to.

Exceptions

CanvasException

An exception is thrown if the new position is off bitmap.

MoveTo(int, int)

This Function is used to move the current position of the pen.

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

Parameters

x <u>int</u>♂

The new x postion that the pen will go to.

y <u>int</u>♂

The new y position that the pen will go to.

Exceptions

CanvasException

Exception thrown when the new postion is off the bitmap.

Rect(int, int, bool)

This function will draw a rectangle with the given width and height.

```
public void Rect(int width, int height, bool filled)
```

Parameters

width <u>int</u>♂

The desired width of the rectangle

height <u>int</u>♂

The desired height of the rectangle

filled bool♂

If the rectangle is filled or not.

Reset()

This method resets the x and y position variables back to 0

```
public void Reset()
```

Set(int, int)

This method sets the graphics, pen and efault position variables

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

Parameters

```
xsize <u>int</u>♂
```

default width size of canvas

```
ysize <u>int</u>♂
```

default height size of canvas

SetColour(int, int, int)

This function is used to change the colour of the pen.

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

Parameters

red <u>int</u>♂

The RGB colour code for red for the colour.

green int♂

The RGB colour code for green for the colour.

The RGB colour code for bluefor the colour.

Exceptions

CanvasException

An exception is thrown when a value outside the allowed limit is passed(255)

Tri(int, int)

This method will draw a triangle when called.

```
public void Tri(int width, int height)
```

Parameters

width int♂

base width of the triangle

height <u>int</u>♂

height of the traingle

Exceptions

<u>NotImplementedException</u>

☑

exception is thrown when called as this is not implemented yet.

WriteText(string)

This method will write stuff out.

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

Parameters

text <u>string</u> ☑

text to be written out.

Exceptions

 $\underline{NotImplementedException} \boxdot$

exception thrown when called as this is not implemented yet

getBitmap()

This Method used to get the bitmap outside of scope.

```
public object getBitmap()
```

Returns

<u>object</u> ♂

The bitmap

Class Form1

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

Main Form1 class that interacts with the design.

```
public class Form1 : Form, IDropTarget, ISynchronizeInvoke, IWin32Window,
IBindableComponent, IComponent, IDisposable, IContainerControl
```

Inheritance

```
<u>object</u> ← <u>MarshalByRefObject</u> ← <u>Component</u> ← <u>Control</u> ← <u>ScrollableControl</u> ← <u>ContainerControl</u> ← <u>Form</u> ← <u>Form</u>
```

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() . ,
<u>Form.DefWndProc(ref Message)</u> ☑ , <u>Form.ProcessMnemonic(char)</u> ☑ , <u>Form.CenterToParent()</u> ☑ ,
Form.CenterToScreen() ... , Form.LayoutMdi(MdiLayout) ... , Form.OnActivated(EventArgs) ... ,
Form.OnBackgroundImageLayoutChanged(EventArgs) d, Form.OnClosing(CancelEventArgs) d,
Form.OnClosed(EventArgs) <a>™</a> , Form.OnFormClosing(FormClosingEventArgs) <a>™</a> ,
<u>Form.OnFormClosed(FormClosedEventArgs)</u> 

☑ , <u>Form.OnCreateControl()</u> 
☑ ,
Form.OnDeactivate(EventArgs) ☑ , Form.OnEnabledChanged(EventArgs) ☑ , Form.OnEnter(EventArgs) ☑ ,
Form.OnFontChanged(EventArgs) ☑ , Form.OnHandleCreated(EventArgs) ☑ ,
<u>Form.OnHandleDestroyed(EventArgs)</u>  

☑ , <u>Form.OnHelpButtonClicked(CancelEventArgs)</u>  

☑ ,
Form.OnLayout(LayoutEventArgs) ☑, Form.OnLoad(EventArgs) ☑,
Form.OnMaximizedBoundsChanged(EventArgs) , Form.OnMaximumSizeChanged(EventArgs) ,
<u>Form.OnMinimumSizeChanged(EventArgs)</u> □ ,
Form.OnInputLanguageChanged(InputLanguageChangedEventArgs) ,
Form.OnInputLanguageChanging(InputLanguageChangingEventArgs) ,
Form.OnVisibleChanged(EventArgs) , Form.OnMdiChildActivate(EventArgs) , ,
Form.OnMenuStart(EventArgs) , Form.OnMenuComplete(EventArgs) ,
```

Form.OnDpiChanged(DpiChangedEventArgs) , Form.OnGetDpiScaledSize(int, int, ref Size) ,

<u>Form.OnPaint(PaintEventArgs)</u>

✓ , <u>Form.OnResize(EventArgs)</u>
✓ ,

```
<u>Form.OnRightToLeftLayoutChanged(EventArgs)</u> ∠, <u>Form.OnShown(EventArgs)</u> ∠,
Form.OnTextChanged(EventArgs) , Form.ProcessCmdKey(ref Message, Keys) ,
Form.ProcessDialogKey(Keys) , Form.ProcessDialogChar(char) , ,
Form.RemoveOwnedForm(Form) ♂, Form.Select(bool, bool) ♂,
Form.GetScaledBounds(Rectangle, SizeF, 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) d, Form.OnResizeEnd(EventArgs) d,
Form.OnStyleChanged(EventArgs) , Form.ValidateChildren() , ,
Form.ValidateChildren(ValidationConstraints)  , Form.WndProc(ref Message)  , Form.AcceptButton  ,
Form.ActiveForm , Form.ActiveMdiChild , Form.AllowTransparency , Form.AutoScroll ,
Form.AutoSized, Form.AutoSizeModed, Form.AutoValidated, Form.BackColord,
Form.FormBorderStyle ☑ , Form.CancelButton ☑ , Form.ClientSize ☑ , Form.ControlBox ☑ ,
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 ☑ , Form.RestoreBounds ☑ , Form.RightToLeftLayout ☑ , Form.ShowInTaskbar ☑ ,
Form.Showlcong, Form.ShowWithoutActivationg, Form.Sizeg, Form.SizeGripStyleg,
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.OnParentChanged(EventArgs) , ContainerControl.PerformAutoScale() ,
ContainerControl.RescaleConstantsForDpi(int, int) □ , ContainerControl.Validate() □ ,
ContainerControl.Validate(bool)  

∠ ContainerControl.AutoScaleDimensions  

∠ ContainerControl.AutoScaleDimensions
ContainerControl.BindingContext ☑, ContainerControl.CanEnableIme ☑,
ContainerControl.ParentForm , ScrollableControl.ScrollStateAutoScrolling ,
ScrollableControl.ScrollStateHScrollVisibled, ScrollableControl.ScrollStateVScrollVisibled,
```

```
ScrollableControl.GetScrollState(int) . ScrollableControl.OnMouseWheel(MouseEventArgs) . ,
ScrollableControl.OnRightToLeftChanged(EventArgs) d,
ScrollableControl.OnPaddingChanged(EventArgs) , ScrollableControl.SetDisplayRectLocation(int, int) ,
ScrollableControl.ScrollControlIntoView(Control) , ScrollableControl.ScrollToControl(Control) ,
ScrollableControl.AutoScrollPosition day, ScrollableControl.AutoScrollMinSize day,
ScrollableControl.DisplayRectangle , ScrollableControl.HScroll , ScrollableControl.HorizontalScroll ,
ScrollableControl.VScroll , ScrollableControl.VerticalScroll , ScrollableControl.Scroll ,
Control.GetAccessibilityObjectByld(int) , Control.SetAutoSizeMode(AutoSizeMode) ,
Control.GetAutoSizeMode() □ , Control.GetPreferredSize(Size) □ ,
Control.AccessibilityNotifyClients(AccessibleEvents, int) ☑,
Control.AccessibilityNotifyClients(AccessibleEvents, int, int) , Control.BeginInvoke(Delegate) ,
<u>Control.BeginInvoke(Action)</u> ♂, <u>Control.BeginInvoke(Delegate, params object[])</u> ♂,
Control.BringToFront() ☑ , Control.Contains(Control) ☑ , Control.CreateGraphics() ☑ ,
<u>Control.CreateControl()</u> ∠ , <u>Control.DestroyHandle()</u> ∠ , <u>Control.DoDragDrop(object, DragDropEffects)</u> ∠ ,
Control.DrawToBitmap(Bitmap, Rectangle) ♂, Control.EndInvoke(IAsyncResult) ♂, Control.FindForm() ♂,
Control.GetTopLevel() □ , Control.RaiseKeyEvent(object, KeyEventArgs) □ ,
Control.RaiseMouseEvent(object, MouseEventArgs) ☐, Control.Focus() ☐,
<u>Control.FromChildHandle(IntPtr)</u> down to a control.FromHandle(IntPtr) down to a con
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) ☑,
<u>Control.Invalidate(Rectangle)</u> ✓, <u>Control.Invalidate(Rectangle, bool)</u> ✓, <u>Control.Invoke(Action)</u> ✓,
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) ♂,
Control.LogicalToDeviceUnits(int) □ , Control.LogicalToDeviceUnits(Size) □ ,
Control.ScaleBitmapLogicalToDevice(ref Bitmap) \( \text{\texts} \) , Control.NotifyInvalidate(Rectangle) \( \text{\texts} \) ,
<u>Control.InvokeOnClick(Control, EventArgs)</u> ♂, <u>Control.OnAutoSizeChanged(EventArgs)</u> ♂,
Control.OnBackColorChanged(EventArgs) ☑, Control.OnBindingContextChanged(EventArgs) ☑,
Control.OnCausesValidationChanged(EventArgs) ☑, Control.OnContextMenuStripChanged(EventArgs) ☑,
<u>Control.OnCursorChanged(EventArgs)</u> do , <u>Control.OnDockChanged(EventArgs)</u> do ,
<u>Control.OnForeColorChanged(EventArgs)</u> ♂, <u>Control.OnNotifyMessage(Message)</u> ♂,
Control.OnParentBackColorChanged(EventArgs) ☑,
\underline{Control.OnParentBackgroundImageChanged(\underline{EventArgs})} \square ,
```

```
<u>Control.OnParentBindingContextChanged(EventArgs)</u> ✓, <u>Control.OnParentCursorChanged(EventArgs)</u> ✓,
Control.OnParentEnabledChanged(EventArgs) ☑, Control.OnParentFontChanged(EventArgs) ☑,
Control.OnParentForeColorChanged(EventArgs) ☑ , Control.OnParentRightToLeftChanged(EventArgs) ☑ ,
<u>Control.OnParentVisibleChanged(EventArgs)</u> ♂, <u>Control.OnPrint(PaintEventArgs)</u> ♂,
Control.OnTabIndexChanged(EventArgs) , Control.OnTabStopChanged(EventArgs) ,
Control.OnClick(EventArgs) ☑, Control.OnClientSizeChanged(EventArgs) ☑,
<u>Control.OnControlAdded(ControlEventArgs)</u> ✓, <u>Control.OnControlRemoved(ControlEventArgs)</u> ✓,
<u>Control.OnLocationChanged(EventArgs)</u> do , <u>Control.OnDoubleClick(EventArgs)</u> do ,
Control.OnDragEnter(DragEventArgs) ☑, Control.OnDragOver(DragEventArgs) ☑,
Control.OnDragLeave(EventArgs) downward , Control.OnDragDrop(DragEventArgs) downward ,
Control.OnGiveFeedback(GiveFeedbackEventArgs) □, Control.InvokeGotFocus(Control, EventArgs) □,
Control.OnGotFocus(EventArgs) ☑, Control.OnHelpRequested(HelpEventArgs) ☑,
Control.OnInvalidated(InvalidateEventArgs) ☐, Control.OnKeyDown(KeyEventArgs) ☐,
<u>Control.OnKeyPress(KeyPressEventArgs)</u> ☑ , <u>Control.OnKeyUp(KeyEventArgs)</u> ☑ ,
<u>Control.OnLeave(EventArgs)</u> ✓, <u>Control.InvokeLostFocus(Control, EventArgs)</u> ✓,
Control.OnLostFocus(EventArgs) ♂, Control.OnMarginChanged(EventArgs) ♂,
Control.OnMouseDoubleClick(MouseEventArgs) ≥ , Control.OnMouseClick(MouseEventArgs) ≥ ,
\underline{Control.OnMouseCaptureChanged(\underline{EventArgs})} \square \text{ , } \underline{Control.OnMouseDown(\underline{MouseEventArgs})} \square \text{ . } \underline{Control.OnMouseDown(\underline{MouseEventArgs})} \square \text{ , }
Control.OnMouseEnter(EventArgs) ☑, Control.OnMouseLeave(EventArgs) ☑,
Control.OnDpiChangedBeforeParent(EventArgs) □, Control.OnDpiChangedAfterParent(EventArgs) □,
Control.OnMouseHover(EventArgs) ☑, Control.OnMouseMove(MouseEventArgs) ☑,
<u>Control.OnMouseUp(MouseEventArgs)</u> double , <u>Control.OnMove(EventArgs)</u> double ,
<u>Control.OnQueryContinueDrag(QueryContinueDragEventArgs)</u> 

✓ ,
Control.OnRegionChanged(EventArgs) ☑, Control.OnPreviewKeyDown(PreviewKeyDownEventArgs) ☑,
Control.OnSizeChanged(EventArgs) ☑, Control.OnChangeUlCues(UlCuesEventArgs) ☑,
<u>Control.OnSystemColorsChanged(EventArgs)</u> 

✓ , <u>Control.OnValidating(CancelEventArgs)</u> 

✓ ,
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> ♂,
Control.ProcessKeyEventArgs(ref Message) down , Control.ProcessKeyMessage(ref Message) down ,
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) 
☐ , Control.SendToBack() ☐ ,
Control.SetBounds(int, int, int, int) do , Control.SetBounds(int, int, int, BoundsSpecified) 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>,
Control.RtlTranslateLeftRight(LeftRightAlignment)  , Control.RtlTranslateContent(ContentAlignment)  , ,
Control.Show() ☑ , Control.SuspendLayout() ☑ , Control.Update() ☑ , Control.UpdateBounds() ☑ ,
Control.UpdateBounds(int, int, int, int, int) downward , Control.UpdateBounds(int, int, int, int, int, int) downward ,
Control.UpdateZOrder() ♂, Control.UpdateStyles() ♂, Control.OnImeModeChanged(EventArgs) ♂,
Control.AccessibilityObject dots, Control.AccessibleDefaultActionDescription dots,
Control.AccessibleDescription ☑, Control.AccessibleName ☑, Control.AccessibleRole ☑,
Control.AllowDrop d, Control.Anchor d, Control.AutoScrollOffset d, Control.LayoutEngine d,
Control.BackgroundImage☑, Control.BackgroundImageLayout☑, Control.Bottom☑, Control.Bounds☑,
Control.CanFocus , Control.CanRaiseEvents , Control.CanSelect , Control.Capture ,
Control.CausesValidation ☑, Control.CheckForIllegalCrossThreadCalls ☑, Control.ClientRectangle ☑,
Control.CompanyNamed, Control.ContainsFocusd, Control.ContextMenuStripd, Control.Controlsd,
Control.Created ☑, Control.Cursor ☑, Control.DataBindings ☑, Control.DefaultBackColor ☑,
<u>Control.DefaultCursor</u> dontrol.DefaultFont dontrol.DefaultForeColor dontrol.DefaultMargin dontrol.DefaultMar
Control.DefaultMaximumSize day, Control.DefaultMinimumSize day, Control.DefaultPadding day,
Control.DeviceDpi

□ , Control.IsDisposed

□ , Control.Disposing

□ , Control.Dock

□ ,
Control.DoubleBuffered ☑, Control.Enabled ☑, Control.Focused ☑, Control.Font ☑,
<u>Control.FontHeight</u> , <u>Control.ForeColor</u> , <u>Control.Handle</u> , <u>Control.HasChildren</u> , <u>Control.Height</u> ,
Control.IsHandleCreated ♂, Control.InvokeRequired ♂, Control.IsAccessible ♂,
Control.lsAncestorSiteInDesignMode ♂, Control.lsMirrored ♂, Control.Left ♂, Control.Margin ♂,
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 
Control.Tag ☑ , Control.Top ☑ , Control.TopLevelControl ☑ , Control.ShowKeyboardCues ☑ ,
<u>Control.ShowFocusCues</u> do , <u>Control.UseWaitCursor</u> do , <u>Control.Visible</u> do , <u>Control.Width</u> do ,
Control.PreferredSize ♂, Control.Padding ♂, Control.ImeMode ♂, Control.ImeModeBase ♂,
Control.PropagatingImeMode ☑, Control.BackColorChanged ☑, Control.BackgroundImageChanged ☑,
Control.BackgroundImageLayoutChanged ☑, Control.BindingContextChanged ☑,
Control.CausesValidationChanged ☑, Control.ClientSizeChanged ☑,
Control.ContextMenuStripChanged day, Control.CursorChanged day, Control.DockChanged day,
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.DragDrop do , Control.DragEnter do ,
Control.DragOver☑, Control.DragLeave☑, Control.GiveFeedback☑, Control.HandleCreated☑,
Control.HandleDestroyed ☑, Control.HelpRequested ☑, Control.Invalidated ☑,
Control.PaddingChanged ☑, Control.Paint ☑, Control.QueryContinueDrag ☑,
```

```
Control.QueryAccessibilityHelp②, Control.DoubleClick②, Control.Enter②, Control.GotFocus②, Control.KeyDown②, Control.KeyPress②, Control.KeyUp②, Control.Layout②, Control.Leave②, Control.LostFocus②, Control.MouseClick②, Control.MouseDoubleClick②, Control.MouseEnter②, Control.MouseCaptureChanged②, Control.MouseDown②, Control.MouseEnter②, Control.MouseLeave②, Control.DpiChangedBeforeParent②, Control.DpiChangedAfterParent②, Control.MouseHover②, Control.MouseMove②, Control.MouseUp②, Control.MouseWheel②, Control.MouseWheel②, Control.StyleChanged②, Control.PreviewKeyDown②, Control.Resize②, Control.ChangeUlCues②, Control.StyleChanged②, Control.SystemColorsChanged②, Control.Validating②, Control.Validated②, Control.ParentChanged③, Control.ImeModeChanged②, Component.Dispose()②, Component.GetService(Type)②, Component.Container②, Component.DesignMode②, Component.Events②, Component.Disposed②, MarshalByRefObject.GetLifetimeService()②, MarshalByRefObject.MemberwiseClone(bool)②, object.Equals(object, object)②, object.GetHashCode()②, object.GetType()②, object.GetType()②, object.GetType()②, object.GetType()②, object.MemberwiseClone()②, object.ReferenceEquals(object, object)②
```

Constructors

Form1()

Entry point to the program

```
public Form1()
```

Methods

Dispose(bool)

Clean up any resources being used.

```
protected override void Dispose(bool disposing)
```

Parameters

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