Introduction

Namespace BooseApp

Classes

[AppArray](#)
    A new Array Class that inherits BOOSE Array to remove restrictions placed.

[AppCall](#)
    A new Call Class that inherits BOOSE Call to remove restrictions placed.

[AppCanvas](#)
    Represents a custom canvas for graphical operations, implementing the ICanvas interface from the BOOSE library.

[AppCircle](#)
    Represents a command to draw a circle on a canvas with customizable radius and fill options.

[AppCommandFactory](#)
    A factory class responsible for creating command objects for the BooseApp application.

[AppElse](#)
    A new Else Class that inherits BOOSE Else to remove restrictions placed.

[AppEnd](#)
    A new End Class that inherits BOOSE End to remove restrictions placed.

[AppExceptionHandler](#)
    Handles exceptions by categorizing them into syntax, runtime, and unexpected errors. Provides methods for recording, retrieving, and clearing error messages.

[AppFor](#)
    A new For Class that inherits BOOSE For to remove restrictions placed.

[AppGame](#)
    Represents the main form of the BooseApp application. Handles user interaction, command parsing, and error handling.

[AppIf](#)
    A new If Class that inherits BOOSE If to remove restrictions placed.

[AppInt](#)
    A new Int Class that inherits BOOSE Int to remove restrictions placed.

[AppMethod](#)
    A new Method Class that inherits BOOSE Method to remove restrictions placed.

AppParser

A custom implementation of the BOOSE BOOSE.Parser class. The [AppParser](#) is responsible for parsing a program string, processing commands, and updating the associated BOOSE.StoredProgram.

AppReal

A new Real Class that inherits BOOSE Real to remove restrictions placed.

AppRect

Represents a command to draw a rectangle on a canvas. The rectangle can be filled or unfilled, based on the parameters provided.

AppStoredProgram

Represents a specialized version of the BOOSE.StoredProgram class, designed to execute a sequence of commands on a canvas while monitoring for potential issues like infinite loops.

AppTriangle

Represents a command to draw a triangle on a canvas. Inherits functionality from BOOSE.Command TwoParameters.

AppWhile

A new Write Class that inherits BOOSE Write to remove restrictions placed.

AppWrite

Represents a command to write text on the canvas in the BooseApp application.

Form1

Represents the main form of the BooseApp application. Handles user interaction, command parsing, and error handling.