

Introduction

Namespace BOOSEapp

Classes

[AppCanvas](#)

[AppCircle](#)

Specific implementation of the circle command. This is drawn on the canvas using a single integer parameter (radius)

[AppCommandFactory](#)

[AppMoveTo](#)

Custom MoveTo command for the application Handled through own command factory (taking two params : x and y) and moves drawing curser to that position

[AppRect](#)

Custom Rectangle class to be used in the command factory. This must be passed two sides as we are treating this purely as a rectangle. A square class can be made in the future which implements everything a rectangle does - but both side and height lengths will be equal.

[Form1](#)