Namespace Windows_Forms_App_Boose Classes

Canvas

Represents a canvas for drawing shapes, lines, and text. Implements the BOOSE.ICanvas interface.

Form1

Represents the main form of the Windows Forms application, containing a canvas and handling user interactions to execute commands.

Class Canvas

Namespace: Windows Forms App Boose

Assembly: Windows Forms App Boose.dll

Represents a canvas for drawing shapes, lines, and text. Implements the BOOSE.ICanvas interface.

```
public class Canvas : ICanvas
```

Inheritance

<u>object</u>

✓ Canvas

Implements

ICanvas

Inherited Members

Constructors

Canvas()

Initializes a new instance of the <u>Canvas</u> class with default settings.

```
public Canvas()
```

Properties

PenColour

Gets or sets the current pen color.

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

Property Value

Xpos

Gets or sets the current x-coordinate position on the canvas.

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

Property Value

<u>int</u>♂

Ypos

Gets or sets the current y-coordinate position on the canvas.

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

Property Value

<u>int</u>♂

Methods

Circle(int, bool)

Draws a circle at the current position.

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

Parameters

radius <u>int</u>♂

The radius of the circle.

filled bool⊡

Specifies if the circle is filled or outlined.

Exceptions

CanvasException

Thrown if the radius is invalid.

Clear()

Clears the canvas and resets the position to the top-left corner.

```
public void Clear()
```

DrawTo(int, int)

Draws a line from the current position to the specified coordinates.

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

Parameters

toX <u>int</u>♂

The x-coordinate of the end point.

toY <u>int</u>♂

The y-coordinate of the end point.

Exceptions

CanvasException

Thrown if the coordinates are out of bounds.

MoveTo(int, int)

Moves the current position to the specified coordinates without drawing.

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

Parameters

x <u>int</u>♂

The x-coordinate of the new position.

y <u>int</u>♂

The y-coordinate of the new position.

Exceptions

CanvasException

Thrown if the coordinates are out of bounds.

Rect(int, int, bool)

Draws a rectangle at the current position.

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

Parameters

width <u>int</u>♂

The width of the rectangle.

height <u>int</u>♂

The height of the rectangle.

filled bool♂

Specifies if the rectangle is filled or outlined.

Exceptions

CanvasException

Thrown if the width or height is invalid.

Reset()

Resets the canvas to its default state, including position and color.

```
public void Reset()
```

Set(int, int)

Sets the size of the canvas and initializes the graphics context.

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

Parameters

```
xsize <u>int</u>♂
```

The width of the canvas.

```
ysize <u>int</u>♂
```

The height of the canvas.

SetColour(int, int, int)

Sets the color of the pen used for drawing.

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

Parameters

```
red <u>int</u>♂
```

The red component of the color (0-255).

green int♂

The green component of the color (0-255).

blue <u>int</u>♂

The blue component of the color (0-255).

Exceptions

CanvasException

Thrown if any color component is out of range.

Tri(int, int)

Draws a triangle at the current position.

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

Parameters

width <u>int</u>♂

The base width of the triangle.

height <u>int</u>♂

The height of the triangle.

Exceptions

CanvasException

Thrown if the width or height is invalid.

WriteText(string)

Writes text at the current position on the canvas.

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

Parameters

text <u>string</u> ☑

The text to draw.

Exceptions

CanvasException

Thrown if the text is null or empty.

getBitmap()

Gets the bitmap representing the current state of the canvas.

```
public object getBitmap()
```

Returns

<u>object</u> ☑

The bitmap image of the canvas.

Class Form1

Namespace: Windows Forms App Boose
Assembly: Windows Forms App Boose.dll

Represents the main form of the Windows Forms application, containing a canvas and handling user interactions to execute commands.

```
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> ♂ ← ContainerControl ♂ ← Form ♂ ← Form 1
```

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>™</a> , Form.OnFormClosing(FormClosingEventArgs) <a>™</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) ☑ , Form.OnMaximizedBoundsChanged(EventArgs) ☑ ,
Form.OnMaximumSizeChanged(EventArgs) , Form.OnMinimumSizeChanged(EventArgs) ,
Form.OnInputLanguageChanged(InputLanguageChangedEventArgs)

,
Form.OnInputLanguageChanging(InputLanguageChangingEventArgs) ,
<u>Form.OnVisibleChanged(EventArgs)</u>  ♂, <u>Form.OnMdiChildActivate(EventArgs)</u> ♂,
Form.OnMenuStart(EventArgs) d, Form.OnMenuComplete(EventArgs) d,
Form.OnPaint(PaintEventArgs) □ , Form.OnResize(EventArgs) □ ,
```

```
<u>Form.OnDpiChanged(DpiChangedEventArgs)</u> 

∠ , <u>Form.OnGetDpiScaledSize(int, int, ref Size)</u> , ,
Form.OnRightToLeftLayoutChanged(EventArgs) , Form.OnShown(EventArgs) , , Form.OnShown(EventArgs)
Form.OnTextChanged(EventArgs) , Form.ProcessCmdKey(ref Message, Keys) ,
Form.ProcessDialogKey(Keys) , Form.ProcessDialogChar(char) ,
Form.ProcessKeyPreview(ref Message) ☑ , Form.ProcessTabKey(bool) ☑ ,
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> <a href="mailto:d.green">d.green</a>,
<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) ,
<u>Control.BeginInvoke(Action)</u> ♂, <u>Control.BeginInvoke(Delegate, params object[])</u> ♂,
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> ♂,
Control.OnDragDrop(DragEventArgs) , Control.OnGiveFeedback(GiveFeedbackEventArgs) ,
Control.InvokeGotFocus(Control, 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) ☑,
<u>Control.OnMouseCaptureChanged(EventArgs)</u> ♂, <u>Control.OnMouseDown(MouseEventArgs)</u> ♂,
<u>Control.OnMouseEnter(EventArgs)</u> ✓, <u>Control.OnMouseLeave(EventArgs)</u> ✓,
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.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.Cursor description , Control.DataBindings description , Control.DefaultCursor description , C
Control.DefaultFont♂, Control.DefaultForeColor♂, Control.DefaultMargin♂,
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.lsAncestorSiteInDesignMode dotation, Control.lsMirrored dotation, Control.Left dot
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 ♂, Control.FontChanged ♂, Control.ForeColorChanged ♂,
Control.LocationChanged ☑, Control.MarginChanged ☑, Control.RegionChanged ☑,
Control.RightToLeftChanged ♂, Control.SizeChanged ♂, Control.TabIndexChanged ♂,
```

```
Control.TabStopChanged ♂, Control.TextChanged ♂, Control.VisibleChanged ♂, Control.Click ♂,
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. 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

Form1()

Initializes a new instance of the <u>Form1</u> class. Sets up the canvas, command factory, stored program, and parser.

```
public Form1()
```

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.