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

int♂

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

 ${\sf CanvasException}$

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 \underline{int}

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>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) ,
<u>Form.OnVisibleChanged(EventArgs)</u>  ♂, <u>Form.OnMdiChildActivate(EventArgs)</u> ♂,
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) ,
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) , Form.ValidateChildren() ,
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.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.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) ,
<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.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.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 do , Control.Capture do , Control.Causes Validation do ,
Control.CheckForIllegalCrossThreadCalls dealth. Control.ClientRectangle dealth. Control.CompanyName dealth. Control.CheckForIllegalCrossThreadCalls dealth. Control.ClientRectangle dealth. Control.CompanyName dealth. Control.CheckForIllegalCrossThreadCalls dealth. Control.ClientRectangle dealth. Control.CheckForIllegalCrossThreadCalls dealth. Control.ClientRectangle dealth. Control.CheckForIllegalCrossThreadCalls dealth. Control.ClientRectangle dealth. Control.CheckForIllegalCrossThreadCalls dealth. CheckForIllegalCrossThreadCalls dealth. CheckForIllegalCalls dealth. CheckForIllegalCrossThreadCalls dealth. CheckForIllegalCrossThreadCalls dealth. CheckForIllegalCrossThreadCalls dealth. CheckForIllegalCrossThreadCalls dealth. CheckForIllegalCrossThreadCalls dealth. CheckForIllegalCalls dealth. CheckForIll
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 ☑, 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.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

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.

Namespace Windows_Forms_App_Boose.Tests Classes

CanvasTests

Unit test class for the Canvas class. Contains tests to verify the functionality of Canvas methods.

Class CanvasTests

Namespace: Windows Forms App Boose. Tests

Assembly: CanvasTest.dll

Unit test class for the Canvas class. Contains tests to verify the functionality of Canvas methods.

```
[TestClass]
public class CanvasTests
```

Inheritance

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

DrawTo_UpdatesPositionCorrectly()

Tests that the DrawTo method updates the X and Y positions of the canvas correctly.

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

MoveTo_SetsCorrectPosition()

Tests that the MoveTo method correctly sets the X and Y positions of the canvas.

```
[TestMethod]
public void MoveTo SetsCorrectPosition()
```

MultilineProgram_UpdatesPositionAndDrawsCorrectly()

Tests a sequence of MoveTo and DrawTo commands to ensure the canvas position updates correctly and drawing operations occur as expected for multiple commands.

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

Setup()

Initializes a new Canvas instance and sets the canvas size before each test.

```
[TestInitialize]
public void Setup()
```