

Namespace ASE_Assignment

Classes

▼ Filter by title

AppCanvas (ASE_Assignment.AppCanvas.html)

Initialises drawing surface and provides methods for drawing and also manages the drawing surface.

AppCanvas

(ASE_Assignment.AppCanvas.html)

AppCommandFactory (ASE_Assignment.AppCommandFactory.html)

AppCommandFactory
Factory class for creating instances of ASE_Assignment and BOOSE commands. BOOSE.CommandFactory

(ASE_Assignment.AppCommandFactory.html)

Circle

(ASE_Assignment.Circle.html)

Circle (ASE_Assignment.Circle.html)

Form1

Command to draw a circle on the canvas.

(ASE_Assignment.Form1.html)

MoveTo

(ASE_Assignment.MoveTo.html)

Form1 (ASE_Assignment.Form1.html)

PenColour

Represents the main form of the application, handling user input and the drawing canvas.

(ASE_Assignment.PenColour.html)

Rect (ASE_Assignment.Rect.html)

MoveTo (ASE_Assignment.MoveTo.html)

ASE_AssignmentTests
Command which moves the pen to specified (x,y) coordinates.

(ASE_AssignmentTests.html)

PenColour (ASE_Assignment.PenColour.html)

Command which sets the pen colour to draw with using RGB values.

Rect (ASE_Assignment.Rect.html)

Command to draw a rectangle on the canvas.