Namespace ASE_Assignment

Classes

AppCanvas (ASE_Assignment.AppCanvas.html)

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

AppCommandFactory (ASE_Assignment.AppCommandFactory.html)

Factory class for creating instances of ASE_Assignment and BOOSE commands.S

BooseInterpreter (ASE_Assignment.BooseInterpreter.html)

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

Circle (ASE_Assignment.Circle.html)

Command to draw a circle on the canvas.

MoveTo (ASE_Assignment.MoveTo.html)

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

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.

WriteText (ASE_Assignment.WriteText.html)

Command to write a string on the canvas.