

Namespace ASE_Assignment

Classes

▼ Filter by title

AppArray (ASE_Assignment.AppArray.html)

AppArray class for creating array variables within the BOOSE language.

AppArray

(ASE_Assignment.AppArray.html)

AppCanvas (ASE_Assignment.AppCanvas.html)

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

AppCanvas

(ASE_Assignment.AppCanvas.html)

AppCommandFactory (ASE_Assignment.AppCommandFactory.html)

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

AppCompoundCommand

(ASE_Assignment.AppCompoundCommand.html)

AppCompoundCommand (ASE_Assignment.AppCompoundCommand.html)

AppElse Represents a compound command (such as an if, while, or for loop) that corresponds to a conditional command.

AppElse

(ASE_Assignment.AppElse.html)

AppElse (ASE_Assignment.AppElse.html)

AppIf

(ASE_Assignment.AppIf.html)

AppEnd (ASE_Assignment.AppEnd.html)

AppPeek End command for if, while and for commands. This handles the termination of loops and conditional blocks.

AppPeek

(ASE_Assignment.AppPeek.html)

AppFor (ASE_Assignment.AppFor.html)

AppPoke Blank command that extends BOOSE.For, only current use is to simplify AppCommandFactory.

AppPoke

(ASE_Assignment.AppPoke.html)

AppIf (ASE_Assignment.AppIf.html)

AppWhile Blank command which is used in the factory for creating an AppCompoundCommand

(ASE_Assignment.AppWhile.html)

(ASE_Assignment.AppCompoundCommand.html).

AppInt (ASE_Assignment.AppInt.html)

BooseInterpreter Circle Extends BOOSE.Int to remove the restrictions on using the type "int".

BooseInterpreter

(ASE_Assignment.BooseInterpreter.html)

AppPeek (ASE_Assignment.AppPeek.html)

AppColour Represents peek operation within the application, inherits from AppArray (ASE_Assignment.AppArray.html) and Rect (ASE_Assignment.Rect.html)

AppColour

(ASE_Assignment.AppColour.html)

WriteText

AppPoke (ASE_Assignment.AppPoke.html)

Represents poke operation within the application, inherits from AppArray (ASE_Assignment.AppArray.html) and overrides functionality to perform compilation and execution of the poke command.

AppReal (ASE_Assignment.AppReal.html)

Extends BOOSE.Real to remove the restrictions on using the type "real".

- ASE_Assignment

AppStoredProgram (ASE_Assignment.AppStoredProgram.html)

AppArray

(ASE_Assignment.AppArray.html)

AppWhile (ASE_Assignment.AppWhile.html)

AppCanvas

Blank command which is used in the factory for creating an AppCompoundCommand

(ASE_Assignment.AppCanvas.html)

(ASE_Assignment.AppCompoundCommand.html).

AppCommandFactory

(ASE_Assignment.AppCommandFactory.html)

AppCompoundCommand

BooseInterpreter (ASE_Assignment.BooseInterpreter.html)

(ASE_Assignment.AppCompoundCommand.html)

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

AppElse

(ASE_Assignment.AppElse.html)

AppEnd

Circle (ASE_Assignment.Circle.html)

(ASE_Assignment.AppEnd.html)

Command to draw a circle on the canvas.

AppFor

(ASE_Assignment.AppFor.html)

AppIf

MoveTo (ASE_Assignment.MoveTo.html)

(ASE_Assignment.AppIf.html)

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

AppInt

(ASE_Assignment.AppInt.html)

AppPeek

PenColour (ASE_Assignment.PenColour.html)

(ASE_Assignment.AppPeek.html)

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

AppPoke

(ASE_Assignment.AppPoke.html)

AppReal

Rect (ASE_Assignment.Rect.html)

(ASE_Assignment.AppReal.html)

Command to draw a rectangle on the canvas.

AppStoredProgram

(ASE_Assignment.AppStoredProgram.html)

AppWhile

Tri (ASE_Assignment.Tri.html)

(ASE_Assignment.AppWhile.html)

Command to draw a triangle on the canvas.

BooseInterpreter

(ASE_Assignment.BooseInterpreter.html)

Circle

WriteText (ASE_Assignment.WriteText.html)

(ASE_Assignment.Circle.html)

Command to write a string on the canvas.

MoveTo

(ASE_Assignment.MoveTo.html)

PenColour

(ASE_Assignment.PenColour.html)

Rect (ASE_Assignment.Rect.html)

Tri (ASE_Assignment.Tri.html)

WriteText