

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

AppPoke

(ASE_Assignment.AppPoke.html)

AppIf (ASE_Assignment.AppIf.html)

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

(ASE_Assignment.AppWhile.html)

(ASE_Assignment.AppStoredProgram.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 Rect overrides functionality to perform compilation and execution of the peek command.

AppColour

(ASE_Assignment.AppColour.html)

Rect

(ASE_Assignment.Rect.html)

Iri

(ASE_Assignment.Iri.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

Class AppArray

Array class for creating array variables within the BOOSE language.

▼ Filter by title

Inheritance

Object (https://learn.microsoft.com/dotnet/api/system.object)
(ASE_Assignment.html)

AppArray
(ASE_Assignment.AppArray.html)
AppPeek (ASE_Assignment.AppPeek.html)
AppPoke (ASE_Assignment.AppPoke.html)

AppCommandFactory
(ASE_Assignment.AppCommandFactory.html)
AppCompoundCommand

AppCompoundCommand
(ASE_Assignment.AppCompoundCommand.html)

AppElse
(ASE_Assignment.AppElse.html)
AppEnd
(ASE_Assignment.AppEnd.html)
AppFor
(ASE_Assignment.AppFor.html)
AppIf
(ASE_Assignment.AppIf.html)
AppInt
(ASE_Assignment.AppInt.html)

AppPeek
(ASE_Assignment.AppPeek.html)
AppPoke
(ASE_Assignment.AppPoke.html)
AppReal
(ASE_Assignment.AppReal.html)
AppStoredProgram
(ASE_Assignment.AppStoredProgram.html)

AppWhile
(ASE_Assignment.AppWhile.html)
BooseInterpreter
(ASE_Assignment.BooseInterpreter.html)
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

Tri (ASE_Assignment.Tri.html)
Namespace: ASE_Assignment (ASE_Assignment.html)
WriteText

```
public class AppArray : Evaluation, ICommand
```

▼

Fields

Assignment

(ASE_Assignment.html)

AppArray

(ASE_Assignment.AppArray.html)

peekValue

AppCanvas

(ASE_Assignment.AppCanvas.html)

AppCommandFactory

(ASE_Assignment.AppCommandFactory.html)

AppCompoundCommand

(ASE_Assignment.AppCompoundCommand.html)

Field Value

Type	Description
AppElse	
(ASE_Assignment.AppElse.html)	
string	(https://learn.microsoft.com/dotnet/api/system.string)
AppEnd	

(ASE_Assignment.AppEnd.html)

AppFor

(ASE_Assignment.AppFor.html)

pokeValue

AppIf

(ASE_Assignment.AppIf.html)

Declaration

AppInt

(ASE_Assignment.AppInt.html)

protected string AppIntValue

(ASE_Assignment.AppInt.html)

AppPeek

(ASE_Assignment.AppPeek.html)

Field Value

Type	Description
AppPoke	
(ASE_Assignment.AppPoke.html)	
AppReal	
string	(https://learn.microsoft.com/dotnet/api/system.string)
(ASE_Assignment.AppReal.html)	

AppStoredProgram

(ASE_Assignment.AppStoredProgram.html)

valueInt

AppWhile

(ASE_Assignment.AppWhile.html)

Declaration

BooSelInterpreter

(ASE_Assignment.BooSelInterpreter.html)

protected int valueInt

(ASE_Assignment.BooSelInterpreter.html)

Circle

(ASE_Assignment.Circle.html)

MoveTo

(ASE_Assignment.MoveTo.html)

Field Value

Type	Description
PenColour	
(ASE_Assignment.PenColour.html)	
int	(https://learn.microsoft.com/dotnet/api/system.int32)
Rect	(ASE_Assignment.Rect.html)

Tri

(ASE_Assignment.Tri.html)

WriteText

valueReal

Declaration

```
protected double valueReal
```

Field Value

Type	Description
ASE_Assignment	

AppArray
(ASE_Assignment.AppArray.html)

AppCanvas
(ASE_Assignment.AppCanvas.html)

AppCommandFactory
(ASE_Assignment.AppCommandFac

AppCompoundCommand
(ASE_Assignment.AppCompoundCo

AppElse
(ASE_Assignment.AppElse.html)

Type	Description
AppEnd	

AppFor
(ASE_Assignment.AppFor.html)

AppIf
(ASE_Assignment.AppIf.html)

AppInt
(ASE_Assignment.AppInt.html)

AppPeek
(ASE_Assignment.AppPeek.html)

AppPoke
Checks if the array has been called with the correct number of parameters.
(ASE_Assignment.AppPoke.html)

AppReal
(ASE_Assignment.AppReal.html)

AppStoredProgram
public override void CheckParameters(string[] parameterList)
(ASE_Assignment.AppStoredProgra

AppWhile
(ASE_Assignment.AppWhile.html)

Type	Name	Description
BooselInterpreter (ASE_Assignment.BooselInterpreter.		
Circle (ASE_Assignment.Circle.html)	parameterList	Variable containing the parameters passed.

MoveTo
(ASE_Assignment.MoveTo.html)

PenColour
(ASE_Assignment.PenColour.html)

Rect
(ASE_Assignment.Rect.html)

Tri
(ASE_Assignment.Tri.html)

WriteText

Type	Condition
CommandException	Thrown if 3 > number of parameters > 4

Compile()

Compile method calls BOOSE.Evaluation.Compile() then parses parameters to determine if the program is runnable. Exceptions are caught when compiling, a BOOSE.CommandException is thrown.

ASE Assignment

(ASE Assignment.html)

Declaration

AppArray

(ASE_Assignment.AppArray.html)

public override void Compile()

AppCanvas

(ASE_Assignment.AppCanvas.html)

Overrides

AppCommandFactory

BOOSE.Assignment.Compile()

AppCompoundCommand

Exceptions

(ASE_Assignment.AppCompoundCo

Type	Condition
AppElse	
(ASE_Assignment.AppElse.html)	
CommandException	CommandException is thrown if any of the parameters cannot be parsed or the array type
AppEnd	passed by the user is not recognised.
(ASE_Assignment.AppEnd.html)	

AppFor

(ASE_Assignment.AppFor.html)

Execute()

(ASE_Assignment.AppIf.html)

This method calls BOOSE.Evaluation.Execute() then creates an array of the type specified by given parameter. If the type is not recognised a BOOSE.CommandException is thrown.

(ASE_Assignment.AppIf.html)

Declaration

AppPeek

(ASE_Assignment.AppPeek.html)

AppPoke

public override void Execute()

(ASE_Assignment.AppPoke.html)

AppReal

Overrides

(ASE_Assignment.AppReal.html)

BOOSE.Assignment.Execute()

AppStoredProgram

Exceptions

AppWhile

Type	Condition
BooseInterpreter	
CommandException	CommandException is thrown if the given array type is unknown.
(ASE_Assignment.BooseInterpreter	

Circle

(ASE_Assignment.Circle.html)

ProcessArrayParametersCompile(bool)

(ASE_Assignment.MoveTo.html)

Processes array parameters during compilation. Determines the poke or peek values and validates provided parameters.

(ASE_Assignment.PenColour.html)

Declaration

Rect (ASE_Assignment.Rect.html)

Tri (ASE_Assignment.Tri.html)

WriteText

```
public void ProcessArrayParametersCompile(bool isPoke)
```

Parameters

Type	Name	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>isPoke</i>	Determines if the operation is poke or peek.

ASE Assignment

(ASE_Assignment.html)

Exceptions

Type	Condition
AppArray (ASE_Assignment.AppArray.html)	
AppCanvasException (ASE_Assignment.AppCanvas.html)	Throw when invalid parameters are passed

AppCommandFactory
(ASE_Assignment.AppCommandFactory.html)

AppCompoundCommand
(ASE_Assignment.AppCompoundCommand.html)

AppCompoundCommandExecute
(ASE_Assignment.AppCompoundCommandExecute.html)

ProcessArrayParametersExecute(bool)

Processes the array parameters during execution. Validates parsed values and then performs the poke or peek operation.
(ASE_Assignment.AppElse.html)

AppEnd
(ASE_Assignment.AppEnd.html)

AppFor
(ASE_Assignment.AppFor.html)

AppIf
(ASE_Assignment.AppIf.html)

AppInt
(ASE_Assignment.AppInt.html)

AppPeek
(ASE_Assignment.AppPeek.html)

AppPoke
(ASE_Assignment.AppPoke.html)

AppReal
(ASE_Assignment.AppReal.html)

AppStoredProgram
(ASE_Assignment.AppStoredProgram.html)

AppWhile
(ASE_Assignment.AppWhile.html)

BooseInterpreter
(ASE_Assignment.BooseInterpreter.html)

BooseCommand
(ASE_Assignment.BooseCommand.html)

Circle
(ASE_Assignment.Circle.html)

MoveTo
(ASE_Assignment.MoveTo.html)

PenColour
(ASE_Assignment.PenColour.html)

Rect
(ASE_Assignment.Rect.html)

Tri
(ASE_Assignment.Tri.html)

WriteText
(ASE_Assignment.WriteText.html)

AppArrayParametersExecute
(ASE_Assignment.AppArrayParametersExecute.html)

AppArrayParametersCompile
(ASE_Assignment.AppArrayParametersCompile.html)

AppArrayParametersExecute
(ASE_Assignment.AppArrayParametersExecute.html)

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AppArrayParametersCompile
(ASE_Assignment.AppArrayParametersCompile.html)

AppArrayParametersExecute
(ASE_Assignment.AppArrayParametersExecute.html)

Class AppCanvas

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

▼ Filter by title

Inheritance

Object (https://learn.microsoft.com/dotnet/api/system.object)
(ASE_Assignment.html)

AppArray
(ASE_Assignment.AppArray.html)

ICanvas
AppCanvas
(ASE_Assignment.AppCanvas.html)

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
(ASE_Assignment.AppCommandFactory.html)

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object, system-object))
(ASE_Assignment.AppCompoundCommand.html)

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
(ASE_Assignment.AppElse.html)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
(ASE_Assignment.AppElse.html)

object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)
(ASE_Assignment.AppEnd.html)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
(ASE_Assignment.AppFor.html)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)
(ASE_Assignment.AppFor.html)

Namespace: ASE_Assignment (ASE_Assignment.html)
Applf

Assembly: ASE_Assignment.dll
(ASE_Assignment.Applf.html)

Syntax
AppInt
(ASE_Assignment.AppInt.html)
AppPeek
public class AppCanvas : ICanvas
(ASE_Assignment.AppPeek.html)
AppPoke
(ASE_Assignment.AppPoke.html)
AppReal
(ASE_Assignment.AppReal.html)

Constructors

AppStoredProgram
(ASE_Assignment.AppStoredProgram.html)
AppCanvas(int, int)

Initialises an instance of the AppCanvas class using the width and height provided.

(ASE_Assignment.AppWhile.html)

Declaration
BooselInterpreter
(ASE_Assignment.BooselInterpreter.html)

Circle
public AppCanvas(int width, int height)
(ASE_Assignment.Circle.html)

MoveTo
(ASE_Assignment.MoveTo.html)

Type	Name	Description
PenColour (ASE_Assignment.PenColour.html)		
int (https://learn.microsoft.com/dotnet/api/system.int32) Rect (ASE_Assignment.Rect.html)	width	Width of the drawing surface
int (https://learn.microsoft.com/dotnet/api/system.int32) WriteText	height	Height of the drawing surface

Examples

```
appCanvas = new AppCanvas(pictureBox1.Width, pictureBox1.Height);
```

▼

Properties

- ASE_Assignment

(ASE_Assignment.html)

PenColour

AppArray

Sets the pen colour used when drawing on the canvas.

(ASE_Assignment.AppArray.html)

AppCanvas

Declaration

(ASE_Assignment.AppCanvas.html)

AppCommandFactory

public object PenColour { get; set; }

(ASE_Assignment.AppCommandFac

AppCompoundCommand

(ASE_Assignment.AppCompoundCo

Property Value

AppElse

Type

(ASE_Assignment.AppElse.html)

AppEnd

object (https://learn.microsoft.com/dotnet/api/system.object)

(ASE_Assignment.AppEnd.html)

AppFor

(ASE_Assignment.AppFor.html)

AppIf

(ASE_Assignment.AppIf.html)

The current X position of the pen.

AppInt

Declaration

(ASE_Assignment.AppInt.html)

AppPeek

(ASE_Assignment.AppPeek.html)

public int Xpos { get; set; }

AppPoke

(ASE_Assignment.AppPoke.html)

Property Value

AppReal

(ASE_Assignment.AppReal.html)

Type

AppStoredProgram

int (https://learn.microsoft.com/dotnet/api/system.int32)

(ASE_Assignment.AppStoredProgra

AppWhile

(ASE_Assignment.AppWhile.html)

BooselInterpreter

(ASE_Assignment.BooselInterpreter.

The current Y position of the pen.

Circle

(ASE_Assignment.Circle.html)

Declaration

MoveTo

(ASE_Assignment.MoveTo.html)

public int Ypos { get; set; }

PenColour

(ASE_Assignment.PenColour.html)

Property Value

Rect (ASE_Assignment.Rect.html)

Tri (ASE_Assignment.Tri.html)

WriteText

Type	Description
object (https://learn.microsoft.com/dotnet/api/system.object)	
int (https://learn.microsoft.com/dotnet/api/system.int32)	

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

Methods

- ASE_Assignment

CheckWithinBounds(int, int)

Checks if parameters given are within drawing surface bounds and throws BOOSE.CommandException if not.
(ASE_Assignment.AppArray.html)

AppCanvas
(ASE_Assignment.AppCanvas.html)
AppCompoundCommandFactory
AppCompoundCommand
Parameters
(ASE_Assignment.AppCompoundCo

Type	Name	Description
AppElse (ASE_Assignment.AppElse.html)		
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>x</i>	X position to be checked if within bounds.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>y</i>	Y position to be checked if within bounds.

Exceptions

Type	Condition
AppIf (ASE_Assignment.AppIf.html)	
AppInt CommandException (ASE_Assignment.AppInt.html)	Thrown if X or Y provided are out of bounds.

AppPeek
(ASE_Assignment.AppPeek.html)

Circle(int, bool)

(ASE_Assignment.AppPoke.html)
Draws a circle from the current position with the specified radius, filled or unfilled.
AppReal
(ASE_Assignment.AppReal.html)

Declaration
AppStoredProgram
(ASE_Assignment.AppStoredProgra
public void Circle(int radius, bool filled)
AppWhile
(ASE_Assignment.AppWhile.html)

Parameters

Type	Name	Description
Circle (ASE_Assignment.Circle.html)		
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>radius</i>	Radius of the circle drawn
bool MoveTo (ASE_Assignment.MoveTo.html) (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>filled</i>	Bool representing if the circle should be filled

PenColour
(ASE_Assignment.PenColour.html)
Examples
Rect (ASE_Assignment.Rect.html)
Tri (ASE_Assignment.Tri.html)
WriteText

```
appCanvas.Circle(100, true);
```

Exceptions

Type	Condition
CommandException	Thrown if radius provided is less than or equal to zero

- ASE_Assignment

(ASE_Assignment.html)

Clear()

AppArray

(ASE_Assignment.AppArray.html)

Clears the canvas by filling it with the current background colour.

AppCanvas

(ASE_Assignment.AppCanvas.html)

Declaration

AppCommandFactory

(ASE_Assignment.AppCommandFactory.html)

AppCompoundCommand

(ASE_Assignment.AppCompoundCommand.html)

Examples

AppElse

(ASE_Assignment.AppElse.html)

appCanvas.Clear();

AppEnd

(ASE_Assignment.AppEnd.html)

AppFor

(ASE_Assignment.AppFor.html)

DrawTo(int, int)

AppInt

(ASE_Assignment.AppInt.html)

Draws a line from the current position to the specified (x,y) coordinates and sets the current position to the (x,y) coordinates.

(ASE_Assignment.AppInt.html)

Declaration

AppPoke

(ASE_Assignment.AppPoke.html)

public void DrawTo(int x, int y)

(ASE_Assignment.AppPoke.html)

AppReal

(ASE_Assignment.AppReal.html)

Parameters

Type	Name	Description
AppStoredProgram		
(ASE_Assignment.AppStoredProgram.html)		
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	X coordinate to draw to
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	Y coordinate to draw to

BooselInterpreter

(ASE_Assignment.BooselInterpreter.html)

Examples

Circle

(ASE_Assignment.Circle.html)

appCanvas.DrawTo(100, 100);

MoveTo

(ASE_Assignment.MoveTo.html)

Exceptions

(ASE_Assignment.PenColour.html)

Rect (ASE_Assignment.Rect.html)

Declaration

WriteText

(ASE_Assignment.WriteText.html)

MoveTo(int, int)

Moves pen position to given (x,y) coordinate.

Declaration

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

Parameters

(ASE_Assignment.html)	Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32) (ASE_Assignment.AppArray.html)	AppArray	x	X position to move to.
int (https://learn.microsoft.com/dotnet/api/system.int32) (ASE_Assignment.AppCanvas.html)	AppCanvas	y	Y position to move to.

Examples

```
AppCommandFactory  
(ASE_Assignment.AppCommandFac  
AppCompoundCommand  
appCanvas.MoveTo(100, 100);  
(ASE_Assignment.AppCompoundCo  
AppElse  
(ASE_Assignment.AppElse.html)
```

Rect(int, int, bool)

Draws a rectangle with the specified width and height, filled or unfilled.

Declaration

```
AppIf  
(ASE_Assignment.AppIf.html)  
public void Rect(int width, int height, bool filled)  
AppInt  
(ASE_Assignment.AppInt.html)
```

Parameters

(ASE_Assignment.AppPeek.html)	Type	Name	Description
AppPoke (ASE_Assignment.AppPoke.html)	int (ASE_Assignment.AppPoke.html)	width	Width of the rectangle
AppReal (https://learn.microsoft.com/dotnet/api/system.int32) (ASE_Assignment.AppReal.html)	int AppStoredProgram (https://learn.microsoft.com/dotnet/api/system.int32) (ASE_Assignment.AppStoredProgram.html)	height	Height of the rectangle
AppWhile (ASE_Assignment.AppWhile.html) (https://learn.microsoft.com/dotnet/api/system.boolean)) BoosInterpreter (ASE_Assignment.BoosInterpreter.html)	bool (ASE_Assignment.AppWhile.html) (https://learn.microsoft.com/dotnet/api/system.boolean)) BoosInterpreter (ASE_Assignment.BoosInterpreter.html)	filled	Bool representing if the rectangle should be filled

Examples

```
Circle  
(ASE_Assignment.Circle.html)  
MoveTo  
appCanvas.Rect(width, height, true);  
(ASE_Assignment.MoveTo.html)  
PenColour  
(ASE_Assignment.PenColour.html)
```

Exceptions

```
Rect (ASE_Assignment.Rect.html)  
Tri (ASE_Assignment.Tri.html)  
WriteText
```

Type	Condition
CommandException	Thrown if either width or height are less than or equal to 0

Reset()

Resets the pen position to (x,y) coordinates (0,0).

- ASE Assignment

Declaration (ASE_Assignment.html)

```
AppArray
public void Reset()
(ASE_Assignment.AppArray.html)
AppCanvas
(ASE_Assignment.AppCanvas.html)
```

Set(int, int)

Initialises the pen position and sets the default conditions of the canvas, such as background colour and pen colour.

```
AppCompoundCanvas
(ASE_Assignment.AppCompoundCanvas.html)
AppElse
(ASE_Assignment.AppElse.html)
public void Set(int width, int height)
Append
(ASE_Assignment.AppEnd.html)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	Width of the drawing surface
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	Height of the drawing surface

```
AppPeek
(ASE_Assignment.AppPeek.html)
AppPoke
(ASE_Assignment.AppPoke.html)
AppReal
(ASE_Assignment.AppReal.html)
AppStoredProgram
(ASE_Assignment.AppStoredProgram.html)
AppWhile
(ASE_Assignment.AppWhile.html)
```

SetColour(int, int, int)

Sets the pen colour using RGB values.

```
BooselInterpreter
(ASE_Assignment.BooselInterpreter.html)
Circle
public void SetColour(int red, int green, int blue)
(ASE_Assignment.Circle.html)
MoveTo
(ASE_Assignment.MoveTo.html)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>red</i>	Red value of pen colour
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>green</i>	Green value of pen colour

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>blue</i>	Blue value of pen colour

Examples



```
appCanvas.SetColour(255, 255, 255);
```

- ASE_Assignment

(ASE_Assignment.html)

Tri(int, int)

AppArray

(ASE_Assignment.AppArray.html)

Draws a triangle using the specified width and height.

AppCanvas

(ASE_Assignment.AppCanvas.html)

Declaration

AppCommandFactory

(ASE_Assignment.AppCommandFactory.html)

AppCompoundCommand

(ASE_Assignment.AppCompoundCommand.html)

Parameters

AppElse

(ASE_Assignment.AppElse.html)

Type	Name	Description
AppEnd		
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	Width used to draw triangle
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	Height used to draw triangle

(ASE_Assignment.AppFor.html)

AppIf

Examples

(ASE_Assignment.AppIf.html)

AppInt

```
appCanvas.Tri(width, height);
```

(ASE_Assignment.AppInt.html)

AppPeek

(ASE_Assignment.AppPeek.html)

Exceptions

AppPoke

(ASE_Assignment.AppPoke.html)

Type	Condition
AppRealException	Thrown if either width or height are less than or equal to 0

(ASE_Assignment.AppReal.html)

AppStoredProgram

(ASE_Assignment.AppStoredProgram.html)

WriteText(string)

AppWhile

(ASE_Assignment.AppWhile.html)

Writes text on the canvas using the provided string (<https://learn.microsoft.com/dotnet/api/system.string>).

BooselInterpreter

(ASE_Assignment.BooselInterpreter.html)

Declaration

Circle

(ASE_Assignment.Circle.html)

MoveTo

(ASE_Assignment.MoveTo.html)

Parameters

PenColour

Type	Name	Description
Rect (ASE_Assignment.Rect.html)		
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>text</i>	Text to be written on the canvas

WriteText

Examples

```
appCanvas.WriteText("hello");
```

Exceptions

Type	Condition
CommandException	Thrown if the string provided has a length of zero or less

ASE Assignment

(ASE_Assignment.html)

getBitmap()

AppArray
(ASE_Assignment.AppArray.html)

Used to retrieve the bitmap of the AppCanvas drawing surface
(ASE_Assignment.AppCanvas.html)

Declaration

AppCommandFactory
(ASE_Assignment.AppCommandFac
AppCompoundCommand()
(ASE_Assignment.AppCompoundCo

Returns

AppElse
(ASE_Assignment.AppElse.html)

Type	Description
AppEnd (ASE_Assignment.AppEnd.html)	
object (https://learn.microsoft.com/dotnet/api/system.object)	Object of the drawing surface

AppFor
(ASE_Assignment.AppFor.html)

Examples

AppIf
(ASE_Assignment.AppIf.html)
AppInt updatedBitmap = (Bitmap)appCanvas.getBitmap();
(ASE_Assignment.AppInt.html)

AppPeek

(ASE_Assignment.AppPeek.html)

Implements

AppPoke
(ASE_Assignment.AppPoke.html)

AppReal

(ASE_Assignment.AppReal.html)

AppStoredProgram

(ASE_Assignment.AppStoredProgra

AppWhile

(ASE_Assignment.AppWhile.html)

BooselInterpreter

(ASE_Assignment.BooselInterpreter.

Circle

(ASE_Assignment.Circle.html)

MoveTo

(ASE_Assignment.MoveTo.html)

PenColour

(ASE_Assignment.PenColour.html)

Rect (ASE_Assignment.Rect.html)

Tri (ASE_Assignment.Tri.html)

WriteText

Class AppCommandFactory

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

▼ Filter by title

Inheritance

Object (https://learn.microsoft.com/dotnet/api/system.object)
ASE_Assignment
(ASE_Assignment.html)

AppCommandFactory
AppArray
(ASE_Assignment.AppArray.html)

Implements
AppCanvas
ICommandFactory
(ASE_Assignment.AppCanvas.html)

Inherited Members
AppCommandFactory

object.Equals(Object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
AppCompoundCommand

object.Equals(Object, Object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
AppElse

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

object.ReferenceEquals(Object, Object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

AppIf
Namespace: ASE_Assignment (ASE_Assignment.html)
(ASE_Assignment.AppIf.html)

Assembly: ASE_Assignment.dll
AppInt

Syntax
(ASE_Assignment.AppInt.html)

AppPeek
AppAssignAppPeek : CommandFactory, ICommandFactory
(ASE_Assignment.AppPeek.html)

AppPoke
(ASE_Assignment.AppPoke.html)

AppReal
(ASE_Assignment.AppReal.html)

Methods
AppStoredProgram
(ASE_Assignment.AppStoredProgra

AppWhile
MakeCommand(string)
(ASE_Assignment.AppWhile.html)

BooseInterpreter
Creates an instance of specified command based on commandType provided.
(ASE_Assignment.BooseInterpreter.

Declaration
(ASE_Assignment.Circle.html)
MoveTo
public override ICommand MakeCommand(string commandType)
(ASE_Assignment.MoveTo.html)

PenColour
Parameters
(ASE_Assignment.PenColour.html)

Rect (ASE_Assignment.Rect.html)

Tri (ASE_Assignment.Tri.html)

WriteText

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>commandType</i>	String correlating to class constructor to be initialised. If commandType is not recognised BOOSE.CommandFactory is called to determine if the command exists within BOOSE library.



Returns

Type	Description
ASE_Assignment (ASE_Assignment.html)	
ICommand AppArray	Returns ICommand object corresponding to the commandType

Overrides

AppCanvas
([ASE_Assignment.AppCanvas.html](#))
CommandFactory.MakeCommand(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
AppCommandFactory

Implements

(ASE_Assignment.AppCommandFactory)
AppCompoundCommand
(ASE_Assignment.AppCompoundCommand)
BOOSE.CommandFactory
AppElse
(ASE_Assignment.AppElse.html)
AppEnd
(ASE_Assignment.AppEnd.html)
AppFor
(ASE_Assignment.AppFor.html)
AppIf
(ASE_Assignment.AppIf.html)
AppInt
(ASE_Assignment.AppInt.html)
AppPeek
(ASE_Assignment.AppPeek.html)
AppPoke
(ASE_Assignment.AppPoke.html)
AppReal
(ASE_Assignment.AppReal.html)
AppStoredProgram
(ASE_Assignment.AppStoredProgram)
AppWhile
(ASE_Assignment.AppWhile.html)
BooseInterpreter
(ASE_Assignment.BooseInterpreter.html)
Circle
(ASE_Assignment.Circle.html)
MoveTo
(ASE_Assignment.MoveTo.html)
PenColour
(ASE_Assignment.PenColour.html)
Rect (ASE_Assignment.Rect.html)
Tri (ASE_Assignment.Tri.html)
WriteText

Class AppCompoundCommand

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

▼ Filter by title

Inheritance

Object (https://learn.microsoft.com/dotnet/api/system.object)
ASE Assignment
(ASE Assignment.html)

- AppArray
(ASE Assignment.AppArray.html)
- AppConditionalCommand
(ASE Assignment.AppConditionalCommand.html)
- AppCompoundCommand
(ASE Assignment.AppCompoundCommand.html)
- AppIf (ASE Assignment.AppIf.html)
- AppWhile (ASE Assignment.AppWhile.html)

Implements

AppCompoundCommand
ICommand

Inherited Members

- AppElse (ASE Assignment.AppElse.html)
- AppEnd
ConditionalCommand.EndLineNumber
(ASE Assignment.AppEnd.html)
- AppFor
ConditionalCommand.Execute()
ConditionalCommand.EndLineNumber
AppIf
ConditionalCommand.Condition
(ASE Assignment.AppIf.html)
- AppInt
ConditionalCommand.CondType
ConditionalCommand.AppIntLine
AppPeek
Boolean.Restrictions()
(ASE Assignment.AppPeek.html)
- AppPoke
Evaluation.Expression
Evaluation.EvaluatedExpression
(ASE Assignment.AppPoke.html)
- AppReal
Evaluation.VarName
(ASE Assignment.AppReal.html)
- AppStoredProgram
Evaluation.CheckParameters(string[]) (https://learn.microsoft.com/dotnet/api/system.string)
Evaluation.ProcessExpression(string) (https://learn.microsoft.com/dotnet/api/system.string)
- AppWhile
Evaluation.Expression
(ASE Assignment.AppWhile.html)
- BooselInterpreter
Evaluation.Value
(ASE Assignment.BooselInterpreter.html)
- Circle
Command.program
(ASE Assignment.Circle.html)
- Command.parameterList
- MoveTo
Command.parameters
(ASE Assignment.MoveTo.html)
- PenColour
Command.SetStoredProgram, string) (https://learn.microsoft.com/dotnet/api/system.string)
(ASE Assignment.PenColour.html)
- Rect (ASE Assignment.Rect.html)
- Tri (ASE Assignment.Tri.html)
- WriteText

Command.Name
Command.ParameterList
Command.Parameters
Command.Paramsint
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

Namespace: ASE_Assignment (ASE_Assignment.html)

Assembly: ASE_Assignment.dll (ASE_Assignment.dll)

Syntax

(ASE_Assignment.AppCommandFactory

AppCompoundCommand

public class AppCompoundCommand : ConditionalCommand, ICommand

(ASE_Assignment.AppCompoundCo

AppElse

(ASE_Assignment.AppElse.html)

AppEnd

(ASE_Assignment.AppEnd.html)

Properties

AppFor

(ASE_Assignment.AppFor.html)

CorrespondingCommand

(ASE_Assignment.AppIf.html)

Gets or sets the corresponding conditional command that this compound command is paired with.

AppIf

Declaration

AppPeek

(ASE_Assignment.AppPeek.html)

public ConditionalCommand CorrespondingCommand { get; set; }

AppPoke

(ASE_Assignment.AppPoke.html)

Property Value

(ASE_Assignment.AppReal.html)

Type

AppStoredProgram

ConditionalCommand AppStoredProgra

AppWhile

(ASE_Assignment.AppWhile.html)

Implements

BooselInterpreter

BOOSE ICommand

Circle

(ASE_Assignment.Circle.html)

MoveTo

(ASE_Assignment.MoveTo.html)

PenColour

(ASE_Assignment.PenColour.html)

Rect (ASE_Assignment.Rect.html)

Tri (ASE_Assignment.Tri.html)

WriteText

Class AppElse

Inheritance	
<div><div>▼ Filter by title</div><div><div>↳ Object (https://learn.microsoft.com/dotnet/api/system.object)</div><div>↳ Command</div><div>- ASE Assignment</div><div><div>(ASE_Assignment.html)</div><div>↳ Boolean</div><div>↳ ConditionalCommand</div><div>AppArray</div><div>↳ CompoundCommand</div><div>(ASE_Assignment.AppArray.html)</div><div>↳ Else</div><div>AppCanvas</div><div>↳ AppElse</div><div>(ASE_Assignment.AppCanvas.html)</div></div></div></div>	
Implements	AppCommandFactory
Implements	ICommand
Inherited Members	AppCompoundCommand
	(ASE_Assignment.AppCompoundCommand.html)
	Else.CheckParameters(string[]) (https://learn.microsoft.com/dotnet/api/system.string)
	Else.Compile()
	(ASE_Assignment.AppElse.html)
	Else.Execute()
	AppEnd
	Else.CorrespondingEnd
	(ASE_Assignment.AppEnd.html)
	CompoundCommand.ReduceRestrictions()
	AppFor
	CompoundCommand.CorrespondingCommand
	(ASE_Assignment.AppFor.html)
	ConditionalCommand.EndLineNumber
	AppIf
	ConditionalCommand.EndLineNumber
	(ASE_Assignment.AppIf.html)
	ConditionalCommand.Condition
	AppInt
	ConditionalCommand.LineNumber
	(ASE_Assignment.AppInt.html)
	ConditionalCommand.CondType
	AppPeek
	ConditionalCommand.ReturnLineNumber
	(ASE_Assignment.AppPeek.html)
	Boolean.Restrictions()
	AppPoke
	Boolean.BoolValue
	(ASE_Assignment.AppPoke.html)
	Evaluation expression
	AppReal
	Evaluation evaluatedExpression
	(ASE_Assignment.AppReal.html)
	Evaluation varName
	AppStoredProgram
	Evaluation value
	(ASE_Assignment.AppStoredProgram.html)
	Evaluation.ProcessExpression(string) (https://learn.microsoft.com/dotnet/api/system.string)
	AppWhile
	Evaluation.Expression
	(ASE_Assignment.AppWhile.html)
	Evaluation.VarName
	BooseInterpreter
	Evaluation.Value
	(ASE_Assignment.BooseInterpreter.html)
	Evaluation.Local
	Circle
	Command.program
	(ASE_Assignment.Circle.html)
	Command.parameterList
	MoveTo
	Command.parameters
	(ASE_Assignment.MoveTo.html)
	Command.paramsint
	PenColour
	Command.Set(StoredProgram string) (https://learn.microsoft.com/dotnet/api/system.string)
	(ASE_Assignment.PenColour.html)
	Command.ProcessParameters(string) (https://learn.microsoft.com/dotnet/api/system.string)
	Rect (ASE_Assignment.Rect.html)
	Command.ToString()
	Tri (ASE_Assignment.Tri.html)
	Command.Program
	WriteText

Command.Name
Command.ParameterList
Command.Parameters
Command.Paramsint
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

Namespace: ASE_Assignment (ASE_Assignment.html)

Assembly: ASE_Assignment.dll (ASE_Assignment.dll)

Syntax

(ASE_Assignment.AppCommandFactory

AppCompoundCommand

public class AppElse : ICommand

AppElse

(ASE_Assignment.AppElse.html)

Constructors

(ASE_Assignment.AppEnd.html)

AppFor

AppElse() (ASE_Assignment.AppFor.html)

AppIf

Declaration (ASE_Assignment.AppIf.html)

AppInt

public AppElse()

(ASE_Assignment.AppInt.html)

AppPeek

(ASE_Assignment.AppPeek.html)

Implements

AppPoke

BOOSE ICommand

(ASE_Assignment.AppPoke.html)

AppReal

(ASE_Assignment.AppReal.html)

AppStoredProgram

(ASE_Assignment.AppStoredProgra

AppWhile

(ASE_Assignment.AppWhile.html)

BooseInterpreter

(ASE_Assignment.BooseInterpreter.

Circle

(ASE_Assignment.Circle.html)

MoveTo

(ASE_Assignment.MoveTo.html)

PenColour

(ASE_Assignment.PenColour.html)

Rect (ASE_Assignment.Rect.html)

Tri (ASE_Assignment.Tri.html)

WriteText

Class AppEnd

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

▼ Filter by title

Inheritance

Object (https://learn.microsoft.com/dotnet/api/system.object)
(ASE_Assignment.html)

AppArray
(ASE_Assignment.AppArray.html)
AppCanvas
(ASE_Assignment.AppCanvas.html)
AppCommandFactory
(ASE_Assignment.AppCommandFactory.html)
AppCompoundCommand
(ASE_Assignment.AppCompoundCommand.html)

AppElse
(ASE_Assignment.AppElse.html)

Inherited Members

AppEnd
(ASE_Assignment.AppEnd.html)
CompoundCommand.ReduceRestrictions()
AppFor
(ASE_Assignment.AppFor.html)
CompoundCommand.CheckParameters(string[]) (https://learn.microsoft.com/dotnet/api/system.string)
CompoundCommand.CorespondingCommand
AppIf
(ASE_Assignment.AppIf.html)
ConditionalCommand.EndLineNumber
ConditionalCommand.EndLine
AppNot
(ASE_Assignment.AppNot.html)
ConditionalCommand.Condition
ConditionalCommand.LineNumber
AppPoke
(ASE_Assignment.AppPoke.html)
Boolean.Restrictions()
Boolean.Value
AppReal
(ASE_Assignment.AppReal.html)
Evaluation.Expression
Evaluation.EvaluatedExpression
AppStoredProgram
(ASE_Assignment.AppStoredProgram.html)
Evaluation.Value
AppWhile
(ASE_Assignment.AppWhile.html)
Evaluation.ProcessExpression(string) (https://learn.microsoft.com/dotnet/api/system.string)
Evaluation.Expression
BooselInterpreter
(ASE_Assignment.BooselInterpreter.html)
Circle
(ASE_Assignment.Circle.html)
Command.program
MoveTo
(ASE_Assignment.MoveTo.html)
Command.parameters
PenColour
(ASE_Assignment.PenColour.html)
Command.SetStoredProgram(string) (https://learn.microsoft.com/dotnet/api/system.string)
Rect
(ASE_Assignment.Rect.html)
Command.Parameters(string) (https://learn.microsoft.com/dotnet/api/system.string)
Tri
(ASE_Assignment.Tri.html)
WriteText

Command.Program
Command.Name
Command.ParameterList
Command.Parameters
Command.Paramsint
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object, system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object, system-object)))
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
AppCanvas

ASE Assignment
(ASE_Assignment.html)

Namespace ASE Assignment (ASE_Assignment.html)

Assembly ASE Assignment.dll

Syntax

AppCompoundCommand
(ASE_Assignment.AppCompoundCommand.html)
public class AppEnd : End, ICommand
AppElse
(ASE_Assignment.AppElse.html)
AppEnd
(ASE_Assignment.AppEnd.html)

Methods

AppFor
(ASE_Assignment.AppFor.html)
AppIf

Execute()

(ASE_Assignment.AppIf.html)

AppInt

Executes the end command logic, updating the program counter based on the loop type (if, while, or for). For if loops it simply returns, for while loops it returns to the line of the while, and for "for" loops it returns to the line after the loop is initiated.

AppPeek
(ASE_Assignment.AppPeek.html)

Declaration

AppPoke
(ASE_Assignment.AppPoke.html)

AppReal
public override void Execute()
(ASE_Assignment.AppReal.html)

AppStoredProgram

Overloads

AppWhile
Execute()
(ASE_Assignment.AppWhile.html)

Exceptions

BooseInterpreter

Type	Condition
Circle CommandException (ASE_Assignment.Circle.html)	

MoveTo

(ASE_Assignment.MoveTo.html)

Implements

PenColour
(ASE_Assignment.PenColour.html)

BOOSE.ICommand

Rect (ASE_Assignment.Rect.html)

Tri (ASE_Assignment.Tri.html)

WriteText



- ASE_Assignment (ASE_Assignment.html)

AppArray
(ASE_Assignment.AppArray.html)
AppCanvas
(ASE_Assignment.AppCanvas.html)
AppCommandFactory
(ASE_Assignment.AppCommandFac
AppCompoundCommand
(ASE_Assignment.AppCompoundCo
AppElse
(ASE_Assignment.AppElse.html)
AppEnd
(ASE_Assignment.AppEnd.html)
AppFor
(ASE_Assignment.AppFor.html)
AppIf
(ASE_Assignment.AppIf.html)
AppInt
(ASE_Assignment.AppInt.html)
AppPeek
(ASE_Assignment.AppPeek.html)
AppPoke
(ASE_Assignment.AppPoke.html)
AppReal
(ASE_Assignment.AppReal.html)
AppStoredProgram
(ASE_Assignment.AppStoredProgra
AppWhile
(ASE_Assignment.AppWhile.html)
BooselInterpreter
(ASE_Assignment.BooselInterpreter.
Circle
(ASE_Assignment.Circle.html)
MoveTo
(ASE_Assignment.MoveTo.html)
PenColour
(ASE_Assignment.PenColour.html)
Rect (ASE_Assignment.Rect.html)
Tri (ASE_Assignment.Tri.html)
WriteText

Class AppFor

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

▼ Filter by title

Inheritance

Object (https://learn.microsoft.com/dotnet/api/system.object)
ASE Assignment
(ASE_Assignment.html)

AppArray
(ASE_Assignment.AppArray.html)
AppConditionalCommand
(ASE_Assignment.AppCanvas.html)
AppCommandFactory
(ASE_Assignment.AppCommandFactory.html)

Implements

AppCompoundCommand
ICommand
(ASE_Assignment.AppCompoundCommand.html)

Inherited Members

AppElse
(ASE_Assignment.AppElse.html)
AppEnd
(ASE_Assignment.AppEnd.html)
AppFor
(ASE_Assignment.AppFor.html)
AppIf
(ASE_Assignment.AppIf.html)
AppLine
(ASE_Assignment.AppLine.html)
AppPoke
(ASE_Assignment.AppPoke.html)
AppReal
(ASE_Assignment.AppReal.html)
AppStoredProgram
(ASE_Assignment.AppStoredProgram.html)
AppWhile
(ASE_Assignment.AppWhile.html)
BooseInterpreter
(ASE_Assignment.BooseInterpreter.html)
Circle
(ASE_Assignment.Circle.html)
MoveTo
(ASE_Assignment.MoveTo.html)
PenColour
(ASE_Assignment.PenColour.html)
Rect
(ASE_Assignment.Rect.html)
Tri
(ASE_Assignment.Tri.html)
WriteText

Command.ProcessParameters(string) (<https://learn.microsoft.com/dotnet/api/system.string>)

Command.ToString()

Command.Program

Command.Name

Command.ParameterList

Command.Parameters

Command.Paramsint

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

ASE Assignment

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

AppCommandFactory

Namespace ASE Assignment ([ASE Assignment.html](#))

Assembly ASE Assignment.dll

Syntax ([ASE Assignment.AppCompoundCommand.html](#))

AppElse

public class AppFor : For, ICommand

AppEnd

([ASE Assignment.AppEnd.html](#))

AppFor

Implements ([ASE Assignment.AppFor.html](#))

AppIf

BOOSE ICommand ([ASE Assignment.AppIf.html](#))

AppInt

([ASE Assignment.AppInt.html](#))

AppPeek

([ASE Assignment.AppPeek.html](#))

AppPoke

([ASE Assignment.AppPoke.html](#))

AppReal

([ASE Assignment.AppReal.html](#))

AppStoredProgram

([ASE Assignment.AppStoredProgram.html](#))

AppWhile

([ASE Assignment.AppWhile.html](#))

BooseInterpreter

([ASE Assignment.BooseInterpreter.html](#))

Circle

([ASE Assignment.Circle.html](#))

MoveTo

([ASE Assignment.MoveTo.html](#))

PenColour

([ASE Assignment.PenColour.html](#))

Rect ([ASE Assignment.Rect.html](#))

Tri ([ASE Assignment.Tri.html](#))

WriteText

Class AppIf

Blank command which is used in the factory for creating an AppCompoundCommand
(ASE_Assignment.AppCompoundCommand.html).

Inheritance

AppCompoundCommand

(ASE_Assignment.AppCompoundCommand.html)

AppArray

(ASE_Assignment.AppArray.html)

AppBoolean

(ASE_Assignment.AppBoolean.html)

AppCanvas

(ASE_Assignment.AppCanvas.html)

AppCompoundCommand

(ASE_Assignment.AppCompoundCommand.html)

AppElse

(ASE_Assignment.AppElse.html)

AppCompoundCommand.CorrespondingCommand

(ASE_Assignment.AppCompoundCommand.html#ASE_Assignment_AppCompoundCommand_CorrespondingCom

AppFor

(ASE_Assignment.AppFor.html)

AppIf

(ASE_Assignment.AppIf.html)

AppWhile

(ASE_Assignment.AppWhile.html)

AppPoke

(ASE_Assignment.AppPoke.html)

AppPoke

(ASE_Assignment.AppPoke.html)

AppReal

(ASE_Assignment.AppReal.html)

AppStoredProgram

(ASE_Assignment.AppStoredProgram.html)

AppWhile

(ASE_Assignment.AppWhile.html) (https://learn.microsoft.com/dotnet/api/system.string)

AppWhile

(ASE_Assignment.AppWhile.html) (https://learn.microsoft.com/dotnet/api/system.string)

AppWhile

(ASE_Assignment.AppWhile.html)

AppWhile

(ASE_Assignment.AppWhile.html)

AppWhile

(ASE_Assignment.AppWhile.html)

AppWhile

(ASE_Assignment.AppWhile.html)

AppWhile

(ASE_Assignment.AppWhile.html)

Command.ProcessParameters(string) (<https://learn.microsoft.com/dotnet/api/system.string>)

Command.ToString()

Command.Program

Command.Name

Command.ParameterList

Command.Parameters

Command.Paramsint

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

ASE Assignment

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

AppCommandFactory

Namespace ASE Assignment ([ASE Assignment.html](#))

Assembly ASE Assignment.dll

Syntax ([ASE Assignment.AppCompoundCommand.html](#))

AppElse

public class AppIf : AppCompoundCommand, ICommand

AppEnd

([ASE Assignment.AppEnd.html](#))

AppFor

Implements ([ASE Assignment.AppFor.html](#))

AppIf

BooseICommand ([ASE Assignment.AppIf.html](#))

AppInt

([ASE Assignment.AppInt.html](#))

AppPeek

([ASE Assignment.AppPeek.html](#))

AppPoke

([ASE Assignment.AppPoke.html](#))

AppReal

([ASE Assignment.AppReal.html](#))

AppStoredProgram

([ASE Assignment.AppStoredProgram.html](#))

AppWhile

([ASE Assignment.AppWhile.html](#))

BooseInterpreter

([ASE Assignment.BooseInterpreter.html](#))

Circle

([ASE Assignment.Circle.html](#))

MoveTo

([ASE Assignment.MoveTo.html](#))

PenColour

([ASE Assignment.PenColour.html](#))

Rect ([ASE Assignment.Rect.html](#))

Tri ([ASE Assignment.Tri.html](#))

WriteText

Class AppInt

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

▼ Filter by title

Inheritance

Object (https://learn.microsoft.com/dotnet/api/system.object)
ASE Assignment
(ASE_Assignment.html)

AppEvaluation
AppArray
AppInt
AppCanvas
(ASE_Assignment.AppCanvas.html)

Implementations

AppCommandFactory
ICommand
(ASE_Assignment.AppCommandFactory.html)

Inherited Members

AppCompoundCommand
(ASE_Assignment.AppCompoundCommand.html)
Int.Compile
AppElse
Int.Execute
(ASE_Assignment.AppElse.html)
Evaluation.Expression
AppEnd
Evaluation.EvaluatedExpression
(ASE_Assignment.AppEnd.html)
Evaluation.VarName
AppFor
Evaluation.Value
(ASE_Assignment.AppFor.html)
Evaluation.SetParameters(string) (https://learn.microsoft.com/dotnet/api/system.string)
AppIf
Evaluation.ProcessExpression(string) (https://learn.microsoft.com/dotnet/api/system.string)
(ASE_Assignment.AppIf.html)
Evaluation.Expression
AppInt
Evaluation.VarName
(ASE_Assignment.AppInt.html)
Evaluation.Value
AppPeek
Evaluation.Local
(ASE_Assignment.AppPeek.html)
Command.Program
AppPoke
Command.ParameterList
(ASE_Assignment.AppPoke.html)
Command.Parameters
AppPeal
Command.Paramsint
(ASE_Assignment.AppPeal.html)
Command.SetStoredProgram(string) (https://learn.microsoft.com/dotnet/api/system.string)
AppStoredProgram
Command.ProcessParameters(string) (https://learn.microsoft.com/dotnet/api/system.string)
(ASE_Assignment.AppStoredProgram.html)
Command.ToString
Command.Program
(ASE_Assignment.AppWhile.html)
AppWhile
Command.Name
BooseInterpreter
Command.Parameters
(ASE_Assignment.BooseInterpreter.html)
Command.Parameters
Circle
(ASE_Assignment.Circle.html)
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
MoveTo
(ASE_Assignment.MoveTo.html)
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
PenColour
(ASE_Assignment.PenColour.html)
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
Rect
(ASE_Assignment.Rect.html)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
Tri
(ASE_Assignment.Tri.html)
object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)
WriteText

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

Namespace: ASE_Assignment (ASE_Assignment.html)

Assembly: ASE_Assignment.dll

Syntax

public class AppInt : Int, ICommand

- ASE_Assignment (ASE_Assignment.html)

Methods

(ASE_Assignment.AppArray.html)

AppCanvas

Restrictions() (ASE_Assignment.AppCanvas.html)

AppCommandFactory

Overrides the base Restrictions() function to remove the restriction on using the int type.

(ASE_Assignment.AppCommandFactory.html)

Declaration AppCompoundCommand

(ASE_Assignment.AppCompoundCommand.html)

AppElse

public override void Restrictions()

(ASE_Assignment.AppElse.html)

AppEnd

Overrides (ASE_Assignment.AppEnd.html)

AppFor Restrictions()

(ASE_Assignment.AppFor.html)

AppIf

Implements (ASE_Assignment.AppIf.html)

AppInt ICommand

(ASE_Assignment.AppInt.html)

AppPeek

(ASE_Assignment.AppPeek.html)

AppPoke

(ASE_Assignment.AppPoke.html)

AppReal

(ASE_Assignment.AppReal.html)

AppStoredProgram

(ASE_Assignment.AppStoredProgram.html)

AppWhile

(ASE_Assignment.AppWhile.html)

BooselInterpreter

(ASE_Assignment.BooselInterpreter.html)

Circle

(ASE_Assignment.Circle.html)

MoveTo

(ASE_Assignment.MoveTo.html)

PenColour

(ASE_Assignment.PenColour.html)

Rect (ASE_Assignment.Rect.html)

Tri (ASE_Assignment.Tri.html)

WriteText

Class AppPeek

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

Inherits From

AppArray (ASE_Assignment.AppArray.html)

AppCommand
AppArray (ASE_Assignment.AppArray.html)
AppCanvas (ASE_Assignment.AppCanvas.html)
AppPeek (ASE_Assignment.AppPeek.html)

Implements

AppCommandFactory
ICommand
AppCompoundCommand

Inherited Members

AppElseVariableType (ASE_Assignment.AppArray.html#ASE_Assignment_AppArray_variableType)
AppArray.pokeValue (ASE_Assignment.AppArray.html#ASE_Assignment_AppArray_pokeValue)
AppArray.peekValue (ASE_Assignment.AppArray.html#ASE_Assignment_AppArray_peekValue)
AppArray.valueInt (ASE_Assignment.AppArray.html#ASE_Assignment_AppArray_valueInt)
AppArray.valueReal (ASE_Assignment.AppArray.html#ASE_Assignment_AppArray_valueReal)
AppArray.CheckParametersForHtml()
(ASE_Assignment.AppArray.html#ASE_Assignment_AppArray_CheckParameters_System_String__)
AppArray.ProcessArrayParametersCompile(bool)
(ASE_Assignment.AppArray.html#ASE_Assignment_AppArray_ProcessArrayParametersCompile_System_Boolean_)
AppArray.ProcessArrayParametersExecute(bool)
(ASE_Assignment.AppArray.html#ASE_Assignment_AppArray_ProcessArrayParametersExecute_System_Boolean_)
Evaluation.Expression (ASE_Assignment.AppPeek.html)
AppPoke
Evaluation.EvaluatedExpression
(ASE_Assignment.AppPoke.html)
Evaluation.Variable
AppReal
Evaluation.ProcessExpression(string) (https://learn.microsoft.com/dotnet/api/system.string)
AppStoredProgram
Evaluation.VariableName.AppStoredProgram
AppWhile
Evaluation.Local (ASE_Assignment.AppWhile.html)
BooseInterpreter
(ASE_Assignment.BooseInterpreter.html)
Command.parameterList
Circle.parameters
(ASE_Assignment.Circle.html)
Command.MoveTo
MoveTo.Set(StoredProgram, string) (https://learn.microsoft.com/dotnet/api/system.string)
(ASE_Assignment.MoveTo.html)
Command.ProcessParameters(string) (https://learn.microsoft.com/dotnet/api/system.string)
Command.PenColour
(ASE_Assignment.PenColour.html)
Command.Rect
(ASE_Assignment.Rect.html)
Command.Tri
(ASE_Assignment.Tri.html)
Command.parameterList
WriteText

Command.Parameters
Command.Paramsint
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

ASE Assignment
(ASE_Assignment.html)

Namespace: ASE_Assignment (ASE_Assignment.html)

Assembly: ASE_Assignment.dll (ASE_Assignment.dll)

Syntax
(ASE_Assignment.AppCanvas.html)

```
public class AppPeek : AppArray, ICommand  
(ASE_Assignment.AppCommandFactory.html)  
AppCompoundCommand  
(ASE_Assignment.AppCompoundCommand.html)  
AppElse  
(ASE_Assignment.AppElse.html)  
AppEnd  
(ASE_Assignment.AppEnd.html)
```

Methods
AppFor
(ASE_Assignment.AppFor.html)
AppIf
(ASE_Assignment.AppIf.html)
AppIfNot
(ASE_Assignment.AppIfNot.html)
AppInt
(ASE_Assignment.AppInt.html)
AppPeek
(ASE_Assignment.AppPeek.html)

Compile()
(ASE_Assignment.AppFor.html)
Compiles the peek command by processing the provided parameters.
AppIf
(ASE_Assignment.AppIf.html)

Declaration
AppInt
(ASE_Assignment.AppInt.html)
public override void Compile()
AppPeek
(ASE_Assignment.AppPeek.html)

Override
AppPeek
(ASE_Assignment.AppPeek.html)
AppArray.Compile() (ASE_Assignment.AppArray.html#ASE_Assignment_AppArray_Compile)
AppReal
(ASE_Assignment.AppReal.html)

Execute()
(ASE_Assignment.AppStoredProgram.html)
Executes the array command by retrieving the variable value based on the provided parameters.
AppWhile
(ASE_Assignment.AppWhile.html)

Declaration
BooselInterpreter
(ASE_Assignment.BooselInterpreter.html)
public override void Execute()
Circle
(ASE_Assignment.Circle.html)

Override
AppArray.Execute() (ASE_Assignment.AppArray.html#ASE_Assignment_AppArray_Execute)

Exceptions
(ASE_Assignment.PenColour.html)

Type
Rect (ASE_Assignment.Rect.html)

Tri (ASE_Assignment.Tri.html)
CommandException
WriteText
Thrown if an unknown variable type is encountered.

Implements

BOOSE.ICommand



- ASE_Assignment (ASE_Assignment.html)

AppArray
(ASE_Assignment.AppArray.html)
AppCanvas
(ASE_Assignment.AppCanvas.html)
AppCommandFactory
(ASE_Assignment.AppCommandFac
AppCompoundCommand
(ASE_Assignment.AppCompoundCo
AppElse
(ASE_Assignment.AppElse.html)
AppEnd
(ASE_Assignment.AppEnd.html)
AppFor
(ASE_Assignment.AppFor.html)
AppIf
(ASE_Assignment.AppIf.html)
AppInt
(ASE_Assignment.AppInt.html)
AppPeek
(ASE_Assignment.AppPeek.html)
AppPoke
(ASE_Assignment.AppPoke.html)
AppReal
(ASE_Assignment.AppReal.html)
AppStoredProgram
(ASE_Assignment.AppStoredProgra
AppWhile
(ASE_Assignment.AppWhile.html)
BooseInterpreter
(ASE_Assignment.BooseInterpreter.
Circle
(ASE_Assignment.Circle.html)
MoveTo
(ASE_Assignment.MoveTo.html)
PenColour
(ASE_Assignment.PenColour.html)
Rect (ASE_Assignment.Rect.html)
Tri (ASE_Assignment.Tri.html)
WriteText

Class AppPoke

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.

ASE Assignment

6 ASE Assignment.html

- ↳ Command Array
 - ↳ Evaluation
 - ↳ AppArray (ASE_Assignment.AppArray.html)
 - ↳ AppCanvas (ASE_Assignment.AppCanvas.html)
 - ↳ AppPoke (ASE_Assignment.AppPoke.html)

Implementations

```

    (ASE.Assignment.AppCommandFac
ICommand

```

AppCompoundCommand

Inherited Members

(152_1 Assignment: App compounds)

AppArray.VariableType (ASE_Assignment.AppArray.html#ASE_Assignment_AppArray_variableType)

AppArray.pokeValue (ASE_Assignment.AppArray.html#ASE_Assignment_AppArray_pokeValue)

AppArray.peekValue (ASE_Assignment.AppArray.html#ASE_Assignment_AppArray_peekValue)

AppArray_valuelnt (ASE_Assignment.AppArray.html#ASE_Assignment_AppArray_valuelnt)

AppArray.valueReal (ASE_Assignment.AppArray.html#ASE_Assignment_AppArray_valueReal)

```
AppArray.CheckParameters(string[])
```

(ASE_Assignment.AppArray.html#ASE_Assignment_AppArray_CheckParameters_System_String__)

AppArray_ProcessAppParametersCompile(bool)

(ASE Assignment.AppArray.html#ASE_Assignment_AppArray_ProcessArrayParametersCompile_System_Boolean_)

AppAnal_ProcessAppParametersExecute(bool)

(ASE Assignment AppArray.html#ASE Assignment AppArray ProcessArrayParametersExecute System Boolean)

Evaluation: ase.assignment.apppeek.html

App	Poke	Evaluated	Expression
1	1	1	1
2	1	1	1
3	1	1	1
4	1	1	1
5	1	1	1
6	1	1	1
7	1	1	1
8	1	1	1
9	1	1	1
10	1	1	1
11	1	1	1
12	1	1	1
13	1	1	1
14	1	1	1
15	1	1	1
16	1	1	1
17	1	1	1
18	1	1	1
19	1	1	1
20	1	1	1
21	1	1	1
22	1	1	1
23	1	1	1
24	1	1	1
25	1	1	1
26	1	1	1
27	1	1	1
28	1	1	1
29	1	1	1
30	1	1	1
31	1	1	1
32	1	1	1
33	1	1	1
34	1	1	1
35	1	1	1
36	1	1	1
37	1	1	1
38	1	1	1
39	1	1	1
40	1	1	1
41	1	1	1
42	1	1	1
43	1	1	1
44	1	1	1
45	1	1	1
46	1	1	1
47	1	1	1
48	1	1	1
49	1	1	1
50	1	1	1
51	1	1	1
52	1	1	1
53	1	1	1
54	1	1	1
55	1	1	1
56	1	1	1
57	1	1	1
58	1	1	1
59	1	1	1
60	1	1	1
61	1	1	1
62	1	1	1
63	1	1	1
64	1	1	1
65	1	1	1
66	1	1	1
67	1	1	1
68	1	1	1
69	1	1	1
70	1	1	1
71	1	1	1
72	1	1	1
73	1	1	1
74	1	1	1
75	1	1	1
76	1	1	1
77	1	1	1
78	1	1	1
79	1	1	1
80	1	1	1
81	1	1	1
82	1	1	1
83	1	1	1
84	1	1	1
85	1	1	1
86	1	1	1
87	1	1	1
88	1	1	1
89	1	1	1
90	1	1	1
91	1	1	1
92	1	1	1
93	1	1	1
94	1	1	1
95	1	1	1
96	1	1	1
97	1	1	1
98	1	1	1
99	1	1	1
100	1	1	1

Evaluation: `varName.AppPoke.html`

	Appraisal value	Real value
1	1000	1000
2	1000	1000
3	1000	1000
4	1000	1000
5	1000	1000
6	1000	1000
7	1000	1000
8	1000	1000
9	1000	1000
10	1000	1000
11	1000	1000
12	1000	1000
13	1000	1000
14	1000	1000
15	1000	1000
16	1000	1000
17	1000	1000
18	1000	1000
19	1000	1000
20	1000	1000
21	1000	1000
22	1000	1000
23	1000	1000
24	1000	1000
25	1000	1000
26	1000	1000
27	1000	1000
28	1000	1000
29	1000	1000
30	1000	1000
31	1000	1000
32	1000	1000
33	1000	1000
34	1000	1000
35	1000	1000
36	1000	1000
37	1000	1000
38	1000	1000
39	1000	1000
40	1000	1000
41	1000	1000
42	1000	1000
43	1000	1000
44	1000	1000
45	1000	1000
46	1000	1000
47	1000	1000
48	1000	1000
49	1000	1000
50	1000	1000
51	1000	1000
52	1000	1000
53	1000	1000
54	1000	1000
55	1000	1000
56	1000	1000
57	1000	1000
58	1000	1000
59	1000	1000
60	1000	1000
61	1000	1000
62	1000	1000
63	1000	1000
64	1000	1000
65	1000	1000
66	1000	1000
67	1000	1000
68	1000	1000
69	1000	1000
70	1000	1000
71	1000	1000
72	1000	1000
73	1000	1000
74	1000	1000
75	1000	1000
76	1000	1000
77	1000	1000
78	1000	1000
79	1000	1000
80	1000	1000
81	1000	1000
82	1000	1000
83	1000	1000
84	1000	1000
85	1000	1000
86	1000	1000
87	1000	1000
88	1000	1000
89	1000	1000
90	1000	1000
91	1000	1000
92	1000	1000
93	1000	1000
94	1000	1000
95	1000	1000
96	1000	1000
97	1000	1000
98	1000	1000
99	1000	1000
100	1000	1000

Evaluation: `ProcessExpression(string)` (<https://learn.microsoft.com/dotnet/api/system.string>)

Evaluation: Expression

Evaluation: varName

Evaluation: Value

Evaluation: Local
(ASE, Assignment.AppWhile.html)

Boose Interpreter
Command program

Command: parameter: Be

Circle parameters

Command: parameters
(ASE Assignment Circle.html)

Command: `dotnet publish` (https://learn.microsoft.com/dotnet/api/system.string)

Command.Set(ParameterString) (<https://learn.microsoft.com/dotnet/api/system.string>)

(ASF Assignment Move To .html) (<https://learn.microsoft.com/dotnet/api/system.string>)

Command.ProcessParametersSystem (<https://learn.microsoft.com/dotnet/api/system.string>)

```
Command.ToString()
```

Command: Program (ASE Assignment.PenColour.html)

Rect (ASE Assignment.Rect.html)

Command: `Tri (ASE Assignment.Tri.html)`

WriteText

Command.Parameters

Command.Paramsint

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

Namespace: ASE_Assignment (ASE_Assignment.html)

Assembly: ASE_Assignment.dll (ASE_Assignment.dll.html)

Syntax

(ASE_Assignment.AppCanvas.html)

```
public class AppPoke : AppArray, ICommand
(ASE_Assignment.AppCommandFactory.html)
```

AppCompoundCommand
(ASE_Assignment.AppCompoundCommand.html)

AppElse
(ASE_Assignment.AppElse.html)

AppEnd
(ASE_Assignment.AppEnd.html)

Methods

Compile()

(ASE_Assignment.AppFor.html)

Compile the poke commands by processing array parameters.

AppIf
(ASE_Assignment.AppIf.html)

Declaration

AppInt

(ASE_Assignment.AppInt.html)

```
public override void Compile()
```

AppPeek
(ASE_Assignment.AppPeek.html)

Override

AppPoke
(ASE_Assignment.AppPoke.html)

AppReal
(ASE_Assignment.AppReal.html)

Execute()

AppStoredProgram

(ASE_Assignment.AppStoredProgram.html)

Executes the poke command by updating the value at the specified row and column.

AppWhile
(ASE_Assignment.AppWhile.html)

Declaration

BooselInterpreter

(ASE_Assignment.BooselInterpreter.html)

```
public override void Execute()
```

Circle
(ASE_Assignment.Circle.html)

Override

AppDrawTo
(ASE_Assignment.AppDrawTo.html)

AppPenColour
(ASE_Assignment.AppPenColour.html)

Rect (ASE_Assignment.Rect.html)

BOOSE (ASE_Assignment.Tri.html)

WriteText

Implements



- ASE_Assignment (ASE_Assignment.html)

AppArray
(ASE_Assignment.AppArray.html)
AppCanvas
(ASE_Assignment.AppCanvas.html)
AppCommandFactory
(ASE_Assignment.AppCommandFac
AppCompoundCommand
(ASE_Assignment.AppCompoundCo
AppElse
(ASE_Assignment.AppElse.html)
AppEnd
(ASE_Assignment.AppEnd.html)
AppFor
(ASE_Assignment.AppFor.html)
AppIf
(ASE_Assignment.AppIf.html)
AppInt
(ASE_Assignment.AppInt.html)
AppPeek
(ASE_Assignment.AppPeek.html)
AppPoke
(ASE_Assignment.AppPoke.html)
AppReal
(ASE_Assignment.AppReal.html)
AppStoredProgram
(ASE_Assignment.AppStoredProgra
AppWhile
(ASE_Assignment.AppWhile.html)
BooselInterpreter
(ASE_Assignment.BooselInterpreter.
Circle
(ASE_Assignment.Circle.html)
MoveTo
(ASE_Assignment.MoveTo.html)
PenColour
(ASE_Assignment.PenColour.html)
Rect (ASE_Assignment.Rect.html)
Tri (ASE_Assignment.Tri.html)
WriteText

Class AppReal

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

▼ Filter by title

Inheritance

↳ **ASE Assignment**
([ASE Assignment.html](#))

↳ Evaluation
AppArray
([ASE Assignment.AppArray.html](#))
AppReal
AppCanvas
([ASE Assignment.AppCanvas.html](#))

Implements
ICommandFactory
([ASE Assignment.AppCommandFac](#))

Inherited Members
AppCompoundCommand

Real.Compile() (ASE Assignment.AppCompoundC
Real.Else() (ASE Assignment.AppElse.html)
Real.If() (ASE Assignment.AppElse.html)
Evaluation.Expression
(ASE Assignment.AppEnd.html)
Evaluation.EvaluatedExpression
AppFor
(ASE Assignment.AppFor.html)
Evaluation.VarName
Evaluation.Value
AppIf.CheckParameters(string[]) (https://learn.microsoft.com/dotnet/api/system.string)
(ASE Assignment.AppIf.html)
Evaluation.ProcessExpression(string) (https://learn.microsoft.com/dotnet/api/system.string)
AppInt
Evaluation.Expression
(ASE Assignment.AppInt.html)
Evaluation.Variable
AppPeek
(ASE Assignment.AppPeek.html)
Command.Program
AppPoke
Command.ParameterList
(ASE Assignment.AppPoke.html)
Command.Parameters
AppReal
Command.Paramsint
(ASE Assignment.AppReal.html)
Command.SetStoredProgram(string) (https://learn.microsoft.com/dotnet/api/system.string)
AppStoredProgram
Command.ProcessParameters(string) (https://learn.microsoft.com/dotnet/api/system.string)
(ASE Assignment.AppStoredProgra
Command.ToString)
Command.While
AppWhile
(ASE Assignment.AppWhile.html)
Command.Name
BooseInterpreter
(ASE Assignment.BooseInterpreter.
Command.Parameters
Command.Paramsint
Circle
(ASE Assignment.Circle.html)
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
MoveTo
(ASE Assignment.MoveTo.html)
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
PenColour
(ASE Assignment.PenColour.html)
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
Rect
(ASE Assignment.Rect.html)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
Tri
(ASE Assignment.Tri.html)
object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)
WriteText

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

Namespace: ASE_Assignment (ASE_Assignment.html)

Assembly: ASE_Assignment.dll

Syntax

▼ public class AppReal : Real, ICommand

- ASE_Assignment (ASE_Assignment.html)

Methods

(ASE_Assignment.AppArray.html)

AppCanvas

Restrictions() (ASE_Assignment.AppCanvas.html)

AppCommandFactory

Overrides the base restrictions() function to remove the restrictions on using type real.

(ASE_Assignment.AppCommandFactory.html)

Declaration AppCompoundCommand

(ASE_Assignment.AppCompoundCommand.html)

AppElse

public override void Restrictions()

(ASE_Assignment.AppElse.html)

AppEnd

Overrides (ASE_Assignment.AppEnd.html)

AppFor Restrictions()

(ASE_Assignment.AppFor.html)

AppIf

Implements (ASE_Assignment.AppIf.html)

AppInt Restrictions()

(ASE_Assignment.AppInt.html)

AppPeek

(ASE_Assignment.AppPeek.html)

AppPoke

(ASE_Assignment.AppPoke.html)

AppReal

(ASE_Assignment.AppReal.html)

AppStoredProgram

(ASE_Assignment.AppStoredProgram.html)

AppWhile

(ASE_Assignment.AppWhile.html)

BooselInterpreter

(ASE_Assignment.BooselInterpreter.html)

Circle

(ASE_Assignment.Circle.html)

MoveTo

(ASE_Assignment.MoveTo.html)

PenColour

(ASE_Assignment.PenColour.html)

Rect (ASE_Assignment.Rect.html)

Tri (ASE_Assignment.Tri.html)

WriteText

Class AppStoredProgram

Inheritance

Filter by title

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ ArrayList (<https://learn.microsoft.com/dotnet/api/system.collections.arraylist>)

- ASE Assignment

(ASE AppStoredProgram Assignment.htm)

(ASE_Assignment.html)

Implements

```
IList (ASP.NET MVC 3) | ASP.NET MVC 3 API | system.collections.ilist
```

ICollection (<https://learn.microsoft.com/dotnet/api/system.collections.ICollection>)

```
IEnumerable<T> (https://learn.microsoft.com/dotnet/api/system.collections.ienumerable)
```

ICloneable (<https://learn.microsoft.com/dotnet/api/system.icloneable>)

```

IStoredProgram
ASE Assignment.AppCommandFac

```

Inherited Members

—— (ASE_Assignment.AppCompoundCo

StoredProgram.SyntaxOk

StoredProgram.AddMethod(Method)

StoredProgram.GetMethod(string) (<https://learn.microsoft.com/dotnet/api/system.string>)

StoredProgram.AddVariable(Evaluation)

StoredProgram.GetVariable(string) (<https://learn.microsoft.com/dotnet/api/system.string>)

StoredProgram.GetVariable(int) (<https://learn.microsoft.com/dotnet/api/system.int32>)

```
StoredProgram.FindVariable(Evaluation)
```

Stored Program FindVariable(string) (<https://learn.microsoft.com/dotnet/api/system.string>)

StoredProgram.VariableExists(string) (<https://learn.microsoft.com/dotnet/api/system.string>)

Stored Program GetVarValue(string) (<https://learn.microsoft.com/dotnet/api/system.string>)

StoredProgram.UpdateVariable(string, int) (<https://learn.microsoft.com/dotnet/api/system.string>)

StoredProgram.UpdateVariable(string, double) (<https://learn.microsoft.com/dotnet/api/system.string>)

StoredProgram.UpdateVariable(string, bool) (<https://learn.microsoft.com/dotnet/api/system.string>)

StoredProgram.DeleteVariable(string) (<https://learn.microsoft.com/dotnet/api/system.string>)

StoredProgram.IsExpression(string) (<https://learn.microsoft.com/dotnet/api/system.string>)

Stored Program EvaluateExpressionWithString(string) (<https://learn.microsoft.com/dotnet/api/system.string>)

StoredProgram.EvaluateExpression(string) (<https://learn.microsoft.com/dotnet/api/system.string>)

Stored Program Push (Conditional Command)

```
StoredProgram.Pop()
```

StoredProgram.Add(Command)
(ASP Assignment: AppWhile.html)

```
StoredProgram.NextCommand()
```

StoredProgram.ResetProgram()

```
StoredProgram.CommandsLeft()
```

Stored Program PC

ArrayListAdapter(IList) (<https://learn.microsoft.com/dotnet/api/system.collections.arraylist.adapter>)

```
ArrayList.Add(object); (https://learn.microsoft.com/dotnet/api/system.collections.arraylist.add)
```

ArrayList.AddRange(ICollection) (<https://learn.microsoft.com/dotnet/api/system.collections.arraylist.addrange>)

```
ArrayList<BinarySearch>(int, int, object, IComparer)
```

(<https://learn.microsoft.com/dotnet/api/system.collections.arraylist.binarysearch#system-collections-arraylist->

```
binarySearch(system-int32-system-int32-system-object-system-collections-icomparer))
```

WriteText

ArrayList.ReadOnly(IList) ([https://learn.microsoft.com/dotnet/api/system.collections.arraylist.readonly#system-collections-arraylist-readonly\(system-collections-ilist\)](https://learn.microsoft.com/dotnet/api/system.collections.arraylist.readonly#system-collections-arraylist-readonly(system-collections-ilist)))
 ArrayList.Remove(object) (<https://learn.microsoft.com/dotnet/api/system.collections.arraylist.remove>)
 ArrayList.RemoveAt(int) (<https://learn.microsoft.com/dotnet/api/system.collections.arraylist.removeat>)
 ArrayList.RemoveRange(int, int) (<https://learn.microsoft.com/dotnet/api/system.collections.arraylist.removerange>)
 ArrayList.Repeat(object, int) (<https://learn.microsoft.com/dotnet/api/system.collections.arraylist.repeat>)
 ArrayList.Reverse() (<https://learn.microsoft.com/dotnet/api/system.collections.arraylist.reverse#system-collections-arraylist-reverse>)
 ArrayList.Reverse<T>(int, int) ([https://learn.microsoft.com/dotnet/api/system.collections.arraylist.reverse#system-collections-arraylist-reverse\(system-int32-system-int32\)](https://learn.microsoft.com/dotnet/api/system.collections.arraylist.reverse#system-collections-arraylist-reverse(system-int32-system-int32)))
 ArrayList.SetRange(int, ICollection) (<https://learn.microsoft.com/dotnet/api/system.collections.arraylist.setrange>)
 ArrayList.Sort() (<https://learn.microsoft.com/dotnet/api/system.collections.arraylist.sort#system-collections-arraylist-sort>)
 ArrayList.Sort(IComparer) ([https://learn.microsoft.com/dotnet/api/system.collections.arraylist.sort#system-collections-arraylist-sort\(system-collections-icomparer\)](https://learn.microsoft.com/dotnet/api/system.collections.arraylist.sort#system-collections-arraylist-sort(system-collections-icomparer)))
 ArrayList.Sort(int, int, IComparer) ([https://learn.microsoft.com/dotnet/api/system.collections.arraylist.sort#system-collections-arraylist-sort\(system-int32-system-int32-system-collections-icomparer\)](https://learn.microsoft.com/dotnet/api/system.collections.arraylist.sort#system-collections-arraylist-sort(system-int32-system-int32-system-collections-icomparer)))
 ArrayList.Synchronized(ArrayList) ([https://learn.microsoft.com/dotnet/api/system.collections.arraylist.synchronized#system-collections-arraylist-synchronized\(system-collections-arraylist\)](https://learn.microsoft.com/dotnet/api/system.collections.arraylist.synchronized#system-collections-arraylist-synchronized(system-collections-arraylist)))
 ArrayList.Synchronized(IList) ([https://learn.microsoft.com/dotnet/api/system.collections.arraylist.synchronized#system-collections-arraylist-synchronized\(system-collections-ilist\)](https://learn.microsoft.com/dotnet/api/system.collections.arraylist.synchronized#system-collections-arraylist-synchronized(system-collections-ilist)))
 ArrayList.ToArray() (<https://learn.microsoft.com/dotnet/api/system.collections.arraylist.toarray#system-collections-arraylist-toarray>)
 ArrayList.ToArray(Type) ([https://learn.microsoft.com/dotnet/api/system.collections.arraylist.toarray#system-collections-arraylist-toarray\(system-type\)](https://learn.microsoft.com/dotnet/api/system.collections.arraylist.toarray#system-collections-arraylist-toarray(system-type)))
 ArrayList.TrimToSize() (<https://learn.microsoft.com/dotnet/api/system.collections.arraylist.trimtosize>)
 ArrayList.Capacity (<https://learn.microsoft.com/dotnet/api/system.collections.arraylist.capacity>)
 ArrayList.Count (<https://learn.microsoft.com/dotnet/api/system.collections.arraylist.count>)
 ArrayList.IsFixedSize (<https://learn.microsoft.com/dotnet/api/system.collections.arraylist.isfixedsize>)
 ArrayList.IsReadOnly (<https://learn.microsoft.com/dotnet/api/system.collections.arraylist.isreadonly>)
 ArrayList.IsSynchronized (<https://learn.microsoft.com/dotnet/api/system.collections.arraylist.issynchronized>)
 ArrayList.this[int] (<https://learn.microsoft.com/dotnet/api/system.int32>)
 ArrayList.SyncRoot (<https://learn.microsoft.com/dotnet/api/system.collections.arraylist.syncroot>)
 object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
 object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
 object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
 object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
 object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
 object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
 object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
Namespace: ASE_Assignment (ASE_Assignment.html)
Assembly: ASE_Assignment.dll (ASE_Assignment.dll)
Syntax:
 Rect (ASE_Assignment.Rect.html)
 Tri (ASE_Assignment.Tri.html)
 WriteText

```
public class AppStoredProgram : StoredProgram, IList, ICollection, IEnumerable, ICloneable,
IStoredProgram
```

Constructors

AppStoredProgram(ICanvas)
(ASE_Assignment.html)

Constructor calls base constructor of the StoredProgram class within BOOSE with the canvas provided.

Declaration

```
(ASE_Assignment.AppArray.html)
AppCanvas
(ASE_Assignment.AppCanvas.html)
public AppStoredProgram(ICanvas canvas)
AppCommandFactory
(ASE_Assignment.AppCommandFac
AppCompoundCommand
```

Parameters

Type	Name	Description
AppElse	AppElse	
ICanvas	Canvas	Canvas to be passed to the stored program class.

Methods

Run()

Declaration

```
(ASE_Assignment.AppFor.html)
AppIf
(ASE_Assignment.AppIf.html)
AppInt
(ASE_Assignment.AppInt.html)
AppPeek
(ASE_Assignment.AppPeek.html)
AppPoke
(ASE_Assignment.AppPoke.html)
AppReal
(ASE_Assignment.AppReal.html)
```

Overrides

BOOSE.StoredProgram.Run()
AppStoredProgram

(ASE_Assignment.AppStoredProgra

Type	Condition
AppWhile	
StoredProgramException	

Implements

```
IList (https://learn.microsoft.com/dotnet/api/system.collections.ilst)
ICollection (https://learn.microsoft.com/dotnet/api/system.collections.ICollection)
IEnumerable (https://learn.microsoft.com/dotnet/api/system.collections.IEnumerable)
ICloneable (https://learn.microsoft.com/dotnet/api/system.ICloneable)
BOOSE.StoredProgram.Tri.html)
WriteText
```



- ASE_Assignment (ASE_Assignment.html)

AppArray
(ASE_Assignment.AppArray.html)
AppCanvas
(ASE_Assignment.AppCanvas.html)
AppCommandFactory
(ASE_Assignment.AppCommandFac
AppCompoundCommand
(ASE_Assignment.AppCompoundCo
AppElse
(ASE_Assignment.AppElse.html)
AppEnd
(ASE_Assignment.AppEnd.html)
AppFor
(ASE_Assignment.AppFor.html)
AppIf
(ASE_Assignment.AppIf.html)
AppInt
(ASE_Assignment.AppInt.html)
AppPeek
(ASE_Assignment.AppPeek.html)
AppPoke
(ASE_Assignment.AppPoke.html)
AppReal
(ASE_Assignment.AppReal.html)
AppStoredProgram
(ASE_Assignment.AppStoredProgra
AppWhile
(ASE_Assignment.AppWhile.html)
BooselInterpreter
(ASE_Assignment.BooselInterpreter.
Circle
(ASE_Assignment.Circle.html)
MoveTo
(ASE_Assignment.MoveTo.html)
PenColour
(ASE_Assignment.PenColour.html)
Rect (ASE_Assignment.Rect.html)
Tri (ASE_Assignment.Tri.html)
WriteText

Class AppWhile

Blank command which is used in the factory for creating an AppCompoundCommand (ASE_Assignment.AppCompoundCommand.html).

Inherits

AppWhile (ASE_Assignment.html)

↳ **Object** (https://learn.microsoft.com/dotnet/api/system.object)

↳ **Command**

↳ **AppArray** (ASE_Assignment.AppArray.html)

↳ **AppBoolean**

↳ **AppCanvas** (ASE_Assignment.AppCanvas.html)

↳ **AppCompoundCommand** (ASE_Assignment.AppCompoundCommand.html)

↳ **AppCommandFactory**

↳ **AppWhile**

↳ **AppCompoundCommand**

↳ **AppElse**

↳ **AppElse** (ASE_Assignment.AppElse.html)

↳ **AppCompoundCommand**

↳ **AppCompoundCommand** (ASE_Assignment.AppCompoundCommand.html#ASE_Assignment_AppCompoundCommand_CorrespondingCom

↳ **AppFor**

↳ **AppFor** (ASE_Assignment.AppFor.html)

↳ **AppIf**

↳ **AppIf** (ASE_Assignment.AppIf.html)

↳ **AppIf**

↳ **AppIf** (ASE_Assignment.AppIf.html)

↳ **AppPoke**

↳ **AppPoke** (ASE_Assignment.AppPoke.html)

↳ **AppPoke**

↳ **AppPoke** (ASE_Assignment.AppPoke.html)

↳ **AppReal**

↳ **AppReal** (ASE_Assignment.AppReal.html)

↳ **AppStoredProgram**

↳ **AppStoredProgram** (ASE_Assignment.AppStoredProgram.html)

↳ **AppWhile** (ASE_Assignment.AppWhile.html)

↳ **AppWhile** (ASE_Assignment.AppWhile.html)

↳ **AppWhile** (ASE_Assignment.AppWhile.html)

↳ **AppWhile** (ASE_Assignment.AppWhile.html)

↳ **AppWhile** (ASE_Assignment.AppWhile.html)

↳ **AppWhile** (ASE_Assignment.AppWhile.html)

↳ **AppWhile** (ASE_Assignment.AppWhile.html)

↳ **AppWhile** (ASE_Assignment.AppWhile.html)

↳ **AppWhile** (ASE_Assignment.AppWhile.html)

↳ **AppWhile** (ASE_Assignment.AppWhile.html)

↳ **AppWhile** (ASE_Assignment.AppWhile.html)

Command.ProcessParameters(string) (<https://learn.microsoft.com/dotnet/api/system.string>)

Command.ToString()

Command.Program

Command.Name

Command.ParameterList

Command.Parameters

Command.Paramsint

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

ASE Assignment

(ASE_Assignment.html)
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

AppArray
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(ASE_Assignment.AppArray.html)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

AppCanvas
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

(ASE_Assignment.AppCanvas.html)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

AppCommandFactory

Namespace ASE_Assignment (ASE_Assignment.html)

Assembly ASE_Assignment.dll

Syntax (ASE_Assignment.AppCompoundCo

AppElse

(ASE_Assignment.AppElse.html)
public class AppWhile : AppCompoundCommand, ICommand

AppEnd

(ASE_Assignment.AppEnd.html)

AppFor

Implements
(ASE_Assignment.AppFor.html)

AppIf

BOOSE ICommand
(ASE_Assignment.AppIf.html)

AppInt

(ASE_Assignment.AppInt.html)

AppPeek

(ASE_Assignment.AppPeek.html)

AppPoke

(ASE_Assignment.AppPoke.html)

AppReal

(ASE_Assignment.AppReal.html)

AppStoredProgram

(ASE_Assignment.AppStoredProgra

AppWhile

(ASE_Assignment.AppWhile.html)

BooseInterpreter

(ASE_Assignment.BooseInterpreter.

Circle

(ASE_Assignment.Circle.html)

MoveTo

(ASE_Assignment.MoveTo.html)

PenColour

(ASE_Assignment.PenColour.html)

Rect (ASE_Assignment.Rect.html)

Tri (ASE_Assignment.Tri.html)

WriteText

Class BoosInterpreter

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

▼ Filter by title

Inheritance

ASE Assignment

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)
(ASE_Assignment.Object.html)
↳ MarshalByRefObject (<https://learn.microsoft.com/dotnet/api/system.marshalbyrefobject>)
(ASE_Assignment.MarshalByRefObject.html)
↳ Component (<https://learn.microsoft.com/dotnet/api/system.componentmodel.component>)
(ASE_Assignment.Component.html)
↳ AppArray (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control>)
(ASE_Assignment.AppArray.html)
↳ ScrollableControl (<https://learn.microsoft.com/dotnet/api/system.windows.forms.scrollablecontrol>)
(ASE_Assignment.ScrollableControl.html)
↳ ContainerControl (<https://learn.microsoft.com/dotnet/api/system.windows.forms.containercontrol>)
(ASE_Assignment.ContainerControl.html)
↳ Form (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form>)
(ASE_Assignment.Form.html)
↳ AppCommandFactory (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form>)
(ASE_Assignment.AppCommandFactory.html)
↳ BoosInterpreter

Implements

AppCompoundCommand
(ASE_Assignment.AppCompoundCommand.html)
IDropTarget (<https://learn.microsoft.com/dotnet/api/system.windows.forms.idroptarget>)
(ASE_Assignment.IDropTarget.html)
ISynchronizeInvoke (<https://learn.microsoft.com/dotnet/api/system.componentmodel.isynchronizeinvoke>)
(ASE_Assignment.ISynchronizeInvoke.html)
IWin32Window (<https://learn.microsoft.com/dotnet/api/system.windows.forms.iwin32window>)
(ASE_Assignment.IWin32Window.html)
IBindableComponent (<https://learn.microsoft.com/dotnet/api/system.windows.forms.ibindablecomponent>)
(ASE_Assignment.IBindableComponent.html)
IComponent (<https://learn.microsoft.com/dotnet/api/system.componentmodel.icomponent>)
(ASE_Assignment.IComponent.html)
IDisposable (<https://learn.microsoft.com/dotnet/api/system.idisposable>)
(ASE_Assignment.IDisposable.html)
IContainerControl (<https://learn.microsoft.com/dotnet/api/system.windows.forms.icontainercontrol>)
(ASE_Assignment.IContainerControl.html)
AppIf

Inherited Members

(ASE_Assignment.AppIf.html)
Form.SetVisibleCore(bool) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.setvisiblecore>)
(ASE_Assignment.Form.SetVisibleCore.html)
Form.Activate() (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.activate>)
(ASE_Assignment.Form.Activate.html)
Form.ActivateMdiChild(Form) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.activatemdichild>)
(ASE_Assignment.Form.ActivateMdiChild.html)
Form.AddOwnedForm(Form) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.addownedform>)
(ASE_Assignment.Form.AddOwnedForm.html)
Form.AdjustFormScrollBars() (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.adjustformscrollbars>)
(ASE_Assignment.Form.AdjustFormScrollBars.html)
Form.Close() (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.close>)
(ASE_Assignment.Form.Close.html)
Form.CreateAccessibilityInstance() (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.createaccessibilityinstance>)
(ASE_Assignment.Form.CreateAccessibilityInstance.html)
Form.CreateControlsInstance() (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.createcontrolsinstance>)
(ASE_Assignment.Form.CreateControlsInstance.html)
Form.CreateHandle() (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.createhandle>)
(ASE_Assignment.Form.CreateHandle.html)
Form.DefWndProc(ref Message) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.defwndproc>)
(ASE_Assignment.Form.DefWndProc.html)
Form.ProcessMnemonic(char) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.processmnemonic>)
(ASE_Assignment.Form.ProcessMnemonic.html)
Form.MoveToParent() (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.centertoparent>)
(ASE_Assignment.Form.MoveToParent.html)
Form.CenterScreen() (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.centertoscreen>)
(ASE_Assignment.Form.CenterScreen.html)
Form.LayoutMdi(MdiLayout) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.layoutmdi>)
(ASE_Assignment.Form.LayoutMdi.html)
Form.OnActivatedEventArgs (https://learn.microsoft.com/dotnet/api/system.windows.forms.form.onactivated)
(ASE_Assignment.Form.OnActivatedEventArgs.html)
Form.OnBackgroundImageChanged(EventArgs) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.onbackgroundimagechanged>)
(ASE_Assignment.Form.OnBackgroundImageChanged.html)
WriteText

Form.OnBackgroundImageLayoutChanged(EventArgs)
<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.onbackgroundimagelayoutchanged>)
Form.OnClosing(CancelEventArgs) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.onclosing>)
Form.OnClosed(EventArgs) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.onclosed>)
Form.OnFormClosing(FormClosingEventArgs)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.onformclosing>)
Form.OnFormClosed(FormClosedEventArgs)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.onformclosed>)
Form.OnHandleCreated(EventArgs) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.oncreatecontrol>)
Form.OnDeactivate(EventArgs) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.ondeactivate>)
Form.OnEnabledChanged(EventArgs)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.onenabledchanged>)
Form.OnEnter(EventArgs) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.onenter>)
Form.OnFontChanged(EventArgs)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.onfontchanged>)
Form.OnGotFocus(EventArgs) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.ongotfocus>)
Form.OnHandleCreated(EventArgs)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.onhandlecreated>)
Form.OnHandleDestroyed(EventArgs)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.onhandledestroyed>)
Form.OnHelpButtonClicked(CancelEventArgs)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.onhelpbuttonclicked>)
Form.OnLayout(LayoutEventArgs) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.onlayout>)
Form.OnLoad(EventArgs) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.onload>)
Form.OnMaximizedBoundsChanged(EventArgs)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.onmaximizedboundschanged>)
Form.OnMaximumSizeChanged(EventArgs)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.onmaximumsizechanged>)
Form.OnMinimumSizeChanged(EventArgs)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.onminimumsizechanged>)
Form.OnInputLanguageChanged(InputLanguageChangedEventArgs)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.oninputlanguagechanged>)
Form.OnInputLanguageChanging(InputLanguageChangingEventArgs)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.oninputlanguagechanging>)
Form.OnVisibleChanged(EventArgs)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.onvisiblechanged>)
Form.OnMdiChildActivate(EventArgs)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.onmdichildactivate>)
Form.OnMenuStart(EventArgs) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.onmenustart>)
Form.OnMenuComplete(EventArgs)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.onmenucomplete>)
Form.OnPaint(PaintEventArgs) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.onpaint>)
Form.OnResize(EventArgs) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.onresize>)
Form.OnDpiChanged(DpiChangedEventArgs)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.ondpichanged>)
Form.OnGetDpiScaledSize(int, int, ref Size)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.ongetdpiscaledsize>)
Form.OnRightToLeftLayoutChanged(EventArgs)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.onrighttoleftlayoutchanged>)
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Form.OnShown(EventArgs) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.onshown>)

Form.OnTextChanged(EventArgs)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.ontextchanged>)

Form.ProcessCmdKey(ref Message, Keys)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.processcmdkey>)

Form.ProcessDialogKey(Keys)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.processdialogkey>)

Form.ProcessDialogChar(char)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.processdialogchar>)

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([ASE_Assignment.html](#))

Form.ProcessKeyPreview(ref Message)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.processkeypreview>)

Form.ProcessTabKey(bool) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.processtabkey>)

Form.RemoveOwnedForm(Form)
([ASE_Assignment.AppArray.html](#))

Form.Select(bool, bool) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.select>)

Form.ScaleMinMaxSize(float, float, bool)
([ASE_Assignment.AppCanvas.html](#))

Form.GetScaledBounds(Rectangle, SizeF, BoundsSpecified)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.scaleminmaxsize>)

Form.ScaleControl(SizeF, BoundsSpecified)
([ASE_Assignment.AppCompoundCommand.html](#))

Form.SetBoundsCore(int, int, int, int, BoundsSpecified)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.setboundscore>)

Form.SetClientSizeCore(int, int)
([ASE_Assignment.AppElse.html](#))

Form.SetDesktopBounds(int, int, int, int)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.setclientsizecore>)

Form.SetDesktopLocation(int, int)
([ASE_Assignment.AppFor.html](#))

Form.ShowDialog() (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.setdesktopbounds>)

Form.ShowDialog(IWin32Window) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.show>)

Form.ShowDialog(IWin32Window)
([ASE_Assignment.AppPeek.html](#))

Form.ShowDialog(IWin32Window)
([ASE_Assignment.AppPoke.html](#))

Form.ShowDialog(IWin32Window)
([ASE_Assignment.AppReal.html](#))

Form.ToString() ([https://learn.microsoft.com/dotnet/api/system.windows.forms.form.showdialog#system-windows-forms-form-showdialog\(system-windows-forms-iwin32window\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.form.showdialog#system-windows-forms-form-showdialog(system-windows-forms-iwin32window)))

Form.UpdateDefaultButton()
([ASE_Assignment.AppStoredProgram.html](#))

Form.OnResizeBegin(EventArgs)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.updatedefaultbutton>)

Form.OnResizeEnd(EventArgs)
([ASE_Assignment.AppWhile.html](#))

Form.OnStyleChanged(EventArgs)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.onresizebegin>)

Form.ValidateChildren()
([ASE_Assignment.BooSelInterpreter.html](#))

Form.ValidateChildren(ValidationConstraints)
([ASE_Assignment.Circle.html](#))

Form.ValidateChildren(ValidationConstraints)
([ASE_Assignment.MoveTo.html](#))

Form.ValidateChildren(ValidationConstraints)
([ASE_Assignment.PenColour.html](#))

Form.ValidateChildren(ValidationConstraints)
([ASE_Assignment.Rect.html](#))

Form.ValidateChildren(ValidationConstraints)
([ASE_Assignment.Tri.html](#))

Form.ValidateChildren(ValidationConstraints)
([ASE_Assignment.WriteText.html](#))

Form.WndProc(ref Message) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.wndproc>)

Form.AcceptButton (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.acceptbutton>)

Form.ActiveForm (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.activeform>)

Form.ActiveMdiChild (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.activemdichild>)

Form.AllowTransparency (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.allowtransparency>)

Form.AutoScroll (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.autoscroll>)

Form.AutoSize (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.autosize>)

Form.AutoSizeMode (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.autosizemode>)

Form.AutoValidate (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.autovalidate>)

Form.BackColor (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.backcolor>)
([ASE_Assignment.BackColor.html](#))

Form.FormBorderStyle (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.formborderstyle>)

Form.CancelButton (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.cancelbutton>)
([ASE_Assignment.AppArray.html](#))

Form.ClientSize (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.clientsize>)

Form.ControlBox (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.controlbox>)
([ASE_Assignment.AppCanvas.html](#))

Form.CreateParams (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.createparams>)

Form.DefaultImeMode (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.defaultimeMode>)
([ASE_Assignment.AppCommandFactory.html](#))

Form.DefaultSize (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.defaultsize>)

Form.DesktopBounds (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.desktopbounds>)
([ASE_Assignment.AppCompoundCommand.html](#))

Form.DesktopLocation (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.desktoplocation>)

Form.DialogResult (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.dialogresult>)
([ASE_Assignment.AppElse.html](#))

Form.HelpButton (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.helpbutton>)

Form.Icon (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.icon>)
([ASE_Assignment.AppEnd.html](#))

Form.IsMdiChild (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.ismdichild>)

Form.IsMdiContainer (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.ismdicontainer>)
([ASE_Assignment.AppFor.html](#))

Form.IsRestrictedWindow (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.isrestrictedwindow>)

Form.KeyPreview (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.keypreview>)
([ASE_Assignment.AppIf.html](#))

Form.Location (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.location>)

Form.MaximizedBounds (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.maximizedbounds>)
([ASE_Assignment.AppInt.html](#))

Form.MaximumSize (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.maximumsize>)

Form.MainMenuStrip (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.mainmenustrip>)
([ASE_Assignment.AppPeek.html](#))

Form.MinimumSize (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.minimumsize>)

Form.MaximizeBox (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.maximizebox>)
([ASE_Assignment.AppPoke.html](#))

Form.MdiChildren (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.mdichildren>)

Form.MdiChildrenMinimizedAnchorBottom (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.mdichildrenminimizedanchorbottom>)
([ASE_Assignment.AppReal.html](#))

Form.MdiParent (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.mdiparent>)
([ASE_Assignment.AppStoredProgram.html](#))

Form.MinimizeBox (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.minimizebox>)

Form.Modal (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.modal>)
([ASE_Assignment.AppWhile.html](#))

Form.Opacity (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.opacity>)

Form.OwnedForms (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.ownedforms>)
([ASE_Assignment.BooselInterpreter.html](#))

Form.Owner (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.owner>)

Form.RestoreBounds (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.restorebounds>)
([ASE_Assignment.Circle.html](#))

Form.RightToLeftLayout (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.righttoleftlayout>)

Form.ShowInTaskbar (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.showintaskbar>)
([ASE_Assignment.MoveTo.html](#))

Form.ShowIcon (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.showicon>)

Form.ShowWithoutActivation (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.showwithoutactivation>)
([ASE_Assignment.PenColour.html](#))

Form.Size (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.size>)
([ASE_Assignment.Rect.html](#))

Form.SizeGripStyle (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.sizegripstyle>)
([ASE_Assignment.Tri.html](#))

Form.WriteText

Form.StartPosition (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.startposition>)
 Form.Text (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.text>)
 Form.TopLevel (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.toplevel>)
 Form.TopMost (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.topmost>)
 Form.TransparencyKey (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.transparencykey>)
 Form.WindowState (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.windowstate>)
 Form.AutoSizeChanged (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.autosizechanged>)
 Form.AutoValidateChanged
 (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.autovalidatechanged>)
 Form.HelpButtonClicked (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.helpbuttonclicked>)
 Form.MaximizedBoundsChanged
 (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.maximizedboundschanged>)
 Form.MaximumSizeChanged
 (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.maximumsizechanged>)
 Form.MinimumSizeChanged
 (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.minimumsizechanged>)
 Form.Activated (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.activated>)
 Form.Deactivate (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.deactivate>)
 Form.FormClosing (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.formclosing>)
 Form.FormClosed (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.formclosed>)
 Form.Load (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.load>)
 Form.MdiChildActivate (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.mdichildactivate>)
 Form.MenuComplete (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.menucomplete>)
 Form.MenuStart (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.menustart>)
 Form.InputLanguageChanged (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.inputlanguagechanged>)
 Form.InputLanguageChanging (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.inputlanguagechanging>)
 Form.RightToLeftLayoutChanged (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.righttoleftlayoutchanged>)
 Form.Shown (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.shown>)
 Form.DpiChanged (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.dpchanged>)
 Form.ResizeBegin (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.resizebegin>)
 Form.ResizeEnd (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.resizeend>)
 ContainerControl.OnAutoValidateChanged(EventArgs)
 (<https://learn.microsoft.com/dotnet/api/system.windows.forms.containercontrol.onautovalidatechanged>)
 ContainerControl.OnMove(EventArgs)
 (<https://learn.microsoft.com/dotnet/api/system.windows.forms.containercontrol.onmove>)
 ContainerControl.OnParentChanged(EventArgs)
 (<https://learn.microsoft.com/dotnet/api/system.windows.forms.containercontrol.onparentchanged>)
 ContainerControl.PerformAutoScale()
 (<https://learn.microsoft.com/dotnet/api/system.windows.forms.containercontrol.performautoscale>)
 ContainerControl.RescaleConstantsForDpi(int, int)
 (<https://learn.microsoft.com/dotnet/api/system.windows.forms.containercontrol.rescaleconstantsfordpi>)
 ContainerControl.Validate()
 (<https://learn.microsoft.com/dotnet/api/system.windows.forms.containercontrol.validate#system-windows-forms-containercontrol-validate>)
 Rect (ASE Assignment.Rect.html)
 ContainerControl.Validate(bool)
 Tri (ASE Assignment.Tri.html)
 (<https://learn.microsoft.com/dotnet/api/system.windows.forms.containercontrol.validate#system-windows-forms-write-text>)
 WriteText

containercontrol-validate(system-boolean))
 ContainerControl.AutoScaleDimensions
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.containercontrol.autoscaledimensions)
 ContainerControl.AutoScaleFactor
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.containercontrol.autoscalefactor)
 ContainerControl.AutoScaleMode
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.containercontrol.autoscalemode)
 ContainerControl.BindingContext
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.containercontrol.bindingcontext)
 ContainerControl.CanEnableIme
 (ASE Assignment.html) (ASE Assignment.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.containercontrol.canenableime)
 ContainerControl.ActiveControl
 (ASE Assignment AppArray.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.containercontrol.activecontrol)
 ContainerControl.CurrentAutoScaleDimensions
 (ASE Assignment AppCanvas.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.containercontrol.currentautoscaledimensions)
 ContainerControl.ParentForm
 (ASE Assignment AppCommandFactory.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.containercontrol.parentform)
 ScrollableControl.ScrollStateAutoScrolling
 (ASE Assignment AppCompoundCommand.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.scrollablecontrol.scrollstateautoscrolling)
 ScrollableControl.ScrollStateHScrollVisible
 (ASE Assignment AppElse.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.scrollablecontrol.scrollstatehscrollvisible)
 ScrollableControl.ScrollStateVScrollVisible
 (ASE Assignment AppEnd.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.scrollablecontrol.scrollstatevscrollvisible)
 ScrollableControl.ScrollStateUserHasScrolled
 (ASE Assignment AppFor.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.scrollablecontrol.scrollstateuserhasscrolled)
 ScrollableControl.ScrollStateFullDrag
 (ASE Assignment AppIf.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.scrollablecontrol.scrollstatefulldrag)
 ScrollableControl.GetScrollState(int)
 (ASE Assignment AppInt.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.scrollablecontrol.getscrollstate)
 ScrollableControl.OnMouseWheel(MouseEventArgs)
 (ASE Assignment AppPeek.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.scrollablecontrol.onmousewheel)
 ScrollableControl.OnRightToLeftChanged(EventArgs)
 (ASE Assignment AppPoke.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.scrollablecontrol.onrighttoleftchanged)
 ScrollableControl.OnPaintBackground(PaintEventArgs)
 (ASE Assignment AppReal.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.scrollablecontrol.onpaintbackground)
 ScrollableControl.OnPaddingChanged(EventArgs)
 (ASE Assignment AppStoredProgram.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.scrollablecontrol.onpaddingchanged)
 ScrollableControl.SetDisplayRectLocation(int, int)
 (ASE Assignment AppWhile.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.scrollablecontrol.setdisplayrectlocation)
 ScrollableControl.ScrollControlIntoView(Control)
 (ASE Assignment BooselInterpreter.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.scrollablecontrol.scrollcontrolintoview)
 ScrollableControl.ScrollToControl(Control)
 (ASE Assignment Circle.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.scrollablecontrol.scrolltocontrol)
 ScrollableControl.OnScroll(ScrollEventArgs)
 (ASE Assignment MoveTo.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.scrollablecontrol.onscroll)
 ScrollableControl.SetAutoScrollMargin(int, int)
 (ASE Assignment PenColour.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.scrollablecontrol.setautoscrollmargin)
 ScrollableControl.SetScrollState(int, bool)
 (ASE Assignment Rect.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.scrollablecontrol.setscrollstate)
 WriteText

ScrollableControl.AutoScrollMargin
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.scrollablecontrol.autoscrollmargin>)

ScrollableControl.AutoScrollPosition
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.scrollablecontrol.autoscrollposition>)

ScrollableControl.AutoScrollMinSize
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.scrollablecontrol.autoscrollminsize>)

ScrollableControl.DisplayRectangle
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.scrollablecontrol.displayrectangle>)

ScrollableControl.HScroll
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.scrollablecontrol.hscroll>)

ScrollableControl.HorizontalScroll
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.scrollablecontrol.horizontalscroll>)

ScrollableControl.VScroll
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.scrollablecontrol.vscroll>)

ScrollableControl.Scroll
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.scrollablecontrol.scroll>)

Control.GetAccessibilityObjectById(int)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.getaccessibilityobjectbyid>)

Control.SetAutoSizeMode(AutoSizeMode)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.setautosizemode>)

Control.GetAutoSizeMode()
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.getautosizemode>)

Control.GetPreferredSize(Size)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.getpreferredsize>)

Control.AccessibilityNotifyClients(AccessibleEvents, int)
([https://learn.microsoft.com/dotnet/api/system.windows.forms.control.accessibilitynotifyclients#system-windows-forms-control-accessibilitynotifyclients\(system-windows-forms-accessibleevents-system-int32\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.accessibilitynotifyclients#system-windows-forms-control-accessibilitynotifyclients(system-windows-forms-accessibleevents-system-int32)))

Control.AccessibilityNotifyClients(AccessibleEvents, int, int)
([https://learn.microsoft.com/dotnet/api/system.windows.forms.control.accessibilitynotifyclients#system-windows-forms-control-accessibilitynotifyclients\(system-windows-forms-accessibleevents-system-int32-system-int32\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.accessibilitynotifyclients#system-windows-forms-control-accessibilitynotifyclients(system-windows-forms-accessibleevents-system-int32-system-int32)))

Control.BeginInvoke(Delegate)
([https://learn.microsoft.com/dotnet/api/system.windows.forms.control.begininvoke#system-windows-forms-control-begininvoke\(system-delegate\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.begininvoke#system-windows-forms-control-begininvoke(system-delegate)))

Control.BeginInvoke(Action)
([https://learn.microsoft.com/dotnet/api/system.windows.forms.control.begininvoke#system-windows-forms-control-begininvoke\(system-action\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.begininvoke#system-windows-forms-control-begininvoke(system-action)))

Control.BeginInvoke(Delegate, params object[])
([https://learn.microsoft.com/dotnet/api/system.windows.forms.control.begininvoke#system-windows-forms-control-begininvoke\(system-delegate-system-object\[\]\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.begininvoke#system-windows-forms-control-begininvoke(system-delegate-system-object[])))

Control.BringToFront()
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.bringtofront>)

Control.Contains(Control)
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.contains>)

Control.CreateGraphics()
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.creategraphics>)

Control.CreateControl()
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.createcontrol>)

Control.DestroyHandle()
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.destroyhandle>)

Control.DoDragDrop(object, DragDropEffects)
([https://learn.microsoft.com/dotnet/api/system.windows.forms.control.dodragdrop#system-windows-forms-control-dodragdrop\(system-object-system-windows-forms-dragdropeffects\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.dodragdrop#system-windows-forms-control-dodragdrop(system-object-system-windows-forms-dragdropeffects)))

Control.DoDragDrop(object, DragDropEffects, Bitmap, Point, bool)
([https://learn.microsoft.com/dotnet/api/system.windows.forms.control.dodragdrop#system-windows-forms-control-dodragdrop\(system-object-system-windows-forms-dragdropeffects-bitmap-point-bool\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.dodragdrop#system-windows-forms-control-dodragdrop(system-object-system-windows-forms-dragdropeffects-bitmap-point-bool)))

WriteText

control-dodragdrop(system-object-system-windows-forms-dragdropeffects-system-drawing-bitmap-system-drawing-point-system-boolean))

Control.DrawToBitmap(Bitmap, Rectangle)

(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.drawtobitmap>)

Control.EndInvoke(IAsyncResult)

(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.endinvoke>)

Control.FindForm() (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.findform>)

Control.GetTopLevel() (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.gettoplevel>)

Control.Invalidate(object, KeyEventArgs)

ASE Assignment (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.raisekeyevent>)

Control.RaiseMouseEvent(object, MouseEventArgs)

AppArray (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.raisemouseevent>)

(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.raisekeyevent>)

Control.Focus() (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.focus>)

AppCanvas

Control.FromChildHandle(IntPtr)

(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.fromchildhandle>)

AppCommandFactory

Control.FromHandle(IntPtr) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.fromhandle>)

(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.fromhandle>)

Control.GetChildAtPoint(Point, GetChildAtPointSkip)

AppCompoundCommand

([https://learn.microsoft.com/dotnet/api/system.windows.forms.control.getchildatpoint#system-windows-forms-control-getchildatpoint\(system-drawing-point-system-windows-forms-getchildatpointskip\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.getchildatpoint#system-windows-forms-control-getchildatpoint(system-drawing-point-system-windows-forms-getchildatpointskip)))

AppElse

Control.GetChildAtPoint(Point)

([https://learn.microsoft.com/dotnet/api/system.windows.forms.control.getchildatpoint#system-windows-forms-control-getchildatpoint\(system-drawing-point\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.getchildatpoint#system-windows-forms-control-getchildatpoint(system-drawing-point)))

AppEnd

Control.GetContainerControl()

(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.getcontainercontrol>)

AppFor

Control.GetNextControl(Control, bool)

(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.getnextcontrol>)

AppIf

Control.GetStyle(ControlStyles) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.getstyle>)

AppInt

Control.Hide() (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.hide>)

(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.hide>)

Control.InitLayout() (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.initlayout>)

AppPeek

Control.Invalidate(Region)

([https://learn.microsoft.com/dotnet/api/system.windows.forms.control.invalidate#system-windows-forms-control-invalidate\(system-drawing-region\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.invalidate#system-windows-forms-control-invalidate(system-drawing-region)))

AppPoke

Control.Invalidate(Region, bool)

([https://learn.microsoft.com/dotnet/api/system.windows.forms.control.invalidate#system-windows-forms-control-invalidate\(system-drawing-region-system-boolean\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.invalidate#system-windows-forms-control-invalidate(system-drawing-region-system-boolean)))

AppReal

Control.Invalidate() (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.invalidate#system-windows-forms-control-invalidate>)

(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.invalidate#system-windows-forms-control-invalidate>)

AppStoredProgram

Control.Invalidate(bool) ([https://learn.microsoft.com/dotnet/api/system.windows.forms.control.invalidate#system-windows-forms-control-invalidate\(system-boolean\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.invalidate#system-windows-forms-control-invalidate(system-boolean)))

([https://learn.microsoft.com/dotnet/api/system.windows.forms.control.invalidate#system-windows-forms-control-invalidate\(system-boolean\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.invalidate#system-windows-forms-control-invalidate(system-boolean)))

AppWhile

Control.Invalidate(Rectangle)

([https://learn.microsoft.com/dotnet/api/system.windows.forms.control.invalidate#system-windows-forms-control-invalidate\(system-drawing-rectangle\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.invalidate#system-windows-forms-control-invalidate(system-drawing-rectangle)))

BooselInterpreter

Control.Invalidate(Rectangle, bool)

([https://learn.microsoft.com/dotnet/api/system.windows.forms.control.invalidate#system-windows-forms-control-invalidate\(system-drawing-rectangle-system-boolean\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.invalidate#system-windows-forms-control-invalidate(system-drawing-rectangle-system-boolean)))

Circle

Control.Invalidate(Rectangle, bool)

([https://learn.microsoft.com/dotnet/api/system.windows.forms.control.invalidate#system-windows-forms-control-invalidate\(system-drawing-rectangle-system-boolean\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.invalidate#system-windows-forms-control-invalidate(system-drawing-rectangle-system-boolean)))

MoveTo

Control.Invoke(Action) ([https://learn.microsoft.com/dotnet/api/system.windows.forms.control.invoke#system-windows-forms-control-invoke\(system-action\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.invoke#system-windows-forms-control-invoke(system-action)))

([https://learn.microsoft.com/dotnet/api/system.windows.forms.control.invoke#system-windows-forms-control-invoke\(system-action\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.invoke#system-windows-forms-control-invoke(system-action)))

Rect (ASE Assignment Rect.html)

Control.Invoke(Delegate) ([https://learn.microsoft.com/dotnet/api/system.windows.forms.control.invoke#system-windows-forms-control-invoke\(system-delegate\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.invoke#system-windows-forms-control-invoke(system-delegate)))

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Control.OnParentBackgroundImageChanged(EventArgs)
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onparentbackgroundimagechanged>)

Control.OnParentBindingContextChanged(EventArgs)
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onparentbindingcontextchanged>)

Control.OnParentCursorChanged(EventArgs)
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onparentcursorchanged>)

Control.OnParentDataContextChanged(EventArgs)
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onparentdatacontextchanged>)

Control.OnParentEnabledChanged(EventArgs)
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onparentenabledchanged>)

Control.OnParentFontChanged(EventArgs)
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onparentfontchanged>)

Control.OnParentForeColorChanged(EventArgs)
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onparentforecolorchanged>)

Control.OnParentRightToLeftChanged(EventArgs)
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onparentrighttoleftchanged>)

Control.OnParentVisibleChanged(EventArgs)
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onparentvisiblechanged>)

Control.OnPrint(PaintEventArgs) <https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onprint>)

Control.OnTabIndexChanged(EventArgs)
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.ontabindexchanged>)

Control.OnTabStopChanged(EventArgs)
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.ontabstopchanged>)

Control.OnClick(EventArgs) <https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onclick>)

Control.OnClientSizeChanged(EventArgs)
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onclientsizechanged>)

Control.OnControlAdded(ControlEventArgs)
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.oncontroladded>)

Control.OnControlRemoved(ControlEventArgs)
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.oncontrolremoved>)

Control.OnLocationChanged(EventArgs)
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onlocationchanged>)

Control.OnDoubleClick(EventArgs)
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.ondoubleclick>)

Control.OnDragEnter(DragEventArgs)
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.ondragenter>)

Control.OnDragOver(DragEventArgs)
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.ondragover>)

Control.OnDragLeave(EventArgs)
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.ondragleave>)

Control.OnDragDrop(DragEventArgs)
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.ondragdrop>)

Control.OnGiveFeedback(GiveFeedbackEventArgs)
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.ongivefeedback>)

Control.InvokeGotFocus(Control, EventArgs)
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.invokegotfocus>)

Control.OnHelpRequested(HelpEventArgs)
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onhelprequested>)

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Control.OnInvalidated(InvalidateEventArgs)
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.oninvalidated>)

Control.OnKeyDown(KeyEventArgs)
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onkeydown>)

Control.OnKeyPress(KeyPressEventArgs)
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onkeypress>)

Control.OnKeyUp(KeyEventArgs) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onkeyup>)

Control.OnLeave(EventEventArgs) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onleave>)

Control.OnLostFocus(Control, EventArgs)
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<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.invokelostfocus>)

Control.OnLostFocus(EventArgs)
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<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onlostfocus>)
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Control.OnMarginChanged(EventArgs)
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<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onmarginchanged>)
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Control.OnMouseDoubleClick(MouseEventArgs)
AppCommandFactory
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onmousedoubleclick>)
(ASE_Assignment.AppCommandFactory.html)

Control.OnMouseClick(MouseEventArgs)
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<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onmouseclick>)
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Control.OnMouseCaptureChanged(EventArgs)
AppElse
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onmousecapturechanged>)
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Control.OnMouseDown(MouseEventArgs)
AppEnd
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onmousedown>)
(ASE_Assignment.AppEnd.html)

Control.OnMouseEnter(EventArgs)
AppFor
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onmouseenter>)
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Control.OnMouseLeave(EventArgs)
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<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onmouseleave>)
(ASE_Assignment.AppIf.html)

Control.OnDpiChangedBeforeParent(EventArgs)
AppInt
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.ondpichangedbeforeparent>)
(ASE_Assignment.AppInt.html)

Control.OnDpiChangedAfterParent(EventArgs)
AppPeek
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.ondpichangedafterparent>)
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Control.OnMouseHover(EventArgs)
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<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onmousehover>)
(ASE_Assignment.AppPoke.html)

Control.OnMouseMove(MouseEventArgs)
AppReal
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onmousemove>)
(ASE_Assignment.AppReal.html)

Control.OnMouseUp(MouseEventArgs)
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<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onmouseup>)
(ASE_Assignment.AppStoredProgram.html)

Control.OnQueryContinueDrag(QueryContinueDragEventArgs)
AppWhile
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onquerycontinuedrag>)
(ASE_Assignment.AppWhile.html)

Control.OnRegionChanged(EventArgs)
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<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onregionchanged>)
(ASE_Assignment.BooSLInterpreter.html)

Control.OnPreviewKeyDown(PreviewKeyDownEventArgs)
Circle
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onpreviewkeydown>)
(ASE_Assignment.Circle.html)

Control.OnSizeChanged(EventArgs)
MoveTo
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onsizechanged>)
(ASE_Assignment.MoveTo.html)

Control.OnChangeUICues(UICuesEventArgs)
PenColour
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onchangeuicues>)
(ASE_Assignment.PenColour.html)

Control.OnSystemColorsChanged(EventArgs)
Rect **(ASE_Assignment.Rect.html)**
<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onsystemcolorschanged>)

Tri **(ASE_Assignment.Tri.html)**

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Control.OnValidating(CancelEventArgs)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onvalidating)

Control.OnValidated(EventArgs)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.control.onvalidated)

Control.PerformLayout()
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.control.performlayout#system-windows-forms-control-performlayout)

Control.PerformLayout(Control, string)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.control.performlayout#system-windows-forms-control-performlayout(system-windows-forms-control-system-string))

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Control.PointToClient(Point) (https://learn.microsoft.com/dotnet/api/system.windows.forms.control.pointtoclient)
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Control.PointToScreen(Point)
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 (https://learn.microsoft.com/dotnet/api/system.windows.forms.control.pointtoscreen)

Control.PreProcessMessage(ref Message)
 (ASE Assignment.AppCanvas.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.control.preprocessmessage)

Control.PreProcessControlMessage(ref Message)
 (ASE Assignment.AppCommandFactory.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.control.preprocesscontrolmessage)

Control.ProcessKeyEventArgs(ref Message)
 (ASE Assignment.AppCompoundCommand.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.control.processkeyeventargs)

Control.ProcessKeyMessage(ref Message)
 (ASE Assignment.AppElse.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.control.processkeymessage)

Control.RaiseDragEvent(object, DragEventArgs)
 (ASE Assignment.AppEnd.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.control.raisedragevent)

Control.RaisePaintEvent(object, PaintEventArgs)
 (ASE Assignment.AppFor.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.control.raisepaintevent)

Control.RecreateHandle() (https://learn.microsoft.com/dotnet/api/system.windows.forms.control.recreatehandle)
 (ASE Assignment.AppIf.html)

Control.RectangleToClient(Rectangle)
 (ASE Assignment.AppInt.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.control.rectangletoclient)

Control.RectangleToScreen(Rectangle)
 (ASE Assignment.AppPeek.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.control.rectangletoscreen)

Control.ReflectMessage(IntPtr, ref Message)
 (ASE Assignment.AppPoke.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.control.reflectmessage)

Control.Refresh() (https://learn.microsoft.com/dotnet/api/system.windows.forms.control.refresh)

Control.ResetMouseEventArgs()
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 (https://learn.microsoft.com/dotnet/api/system.windows.forms.control.resetmouseeventargs)

Control.ResetText()
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 (https://learn.microsoft.com/dotnet/api/system.windows.forms.control.resettext)

Control.ResumeLayout()
 (ASE Assignment.AppWhile.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.control.resumelayout#system-windows-forms-control-resumelayout)

Control.ResumeLayout(bool)
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 (https://learn.microsoft.com/dotnet/api/system.windows.forms.control.resumelayout#system-windows-forms-control-resumelayout(system-boolean))

Control.Scale(SizeF) (https://learn.microsoft.com/dotnet/api/system.windows.forms.control.scale#system-windows-forms-control-scale(system-drawing-sizef))
 (ASE Assignment.MoveTo.html)

Control.Select() (https://learn.microsoft.com/dotnet/api/system.windows.forms.control.select#system-windows-forms-control-select)
 (ASE Assignment.PenColour.html)

Control.SelectNextControl(Control, bool, bool, bool, bool)
 (ASE Assignment.Rect.html)
 (https://learn.microsoft.com/dotnet/api/system.windows.forms.control.selectnextcontrol)

Control.SendToBack() (https://learn.microsoft.com/dotnet/api/system.windows.forms.control.sendtoback)
 (ASE Assignment.Tri.html)

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Control.SetBounds(int, int, int, int)
[\(https://learn.microsoft.com/dotnet/api/system.windows.forms.control.setbounds#system-windows-forms-control-setbounds\(system-int32-system-int32-system-int32-system-int32\)\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.setbounds#system-windows-forms-control-setbounds(system-int32-system-int32-system-int32-system-int32))
Control.SetBounds(int, int, int, int, BoundsSpecified)
[\(https://learn.microsoft.com/dotnet/api/system.windows.forms.control.setbounds#system-windows-forms-control-setbounds\(system-int32-system-int32-system-int32-system-int32-system-windows-forms-boundsspecified\)\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.setbounds#system-windows-forms-control-setbounds(system-int32-system-int32-system-int32-system-int32-system-windows-forms-boundsspecified))
Control.SizeFromClientSize(Size)
[\(https://learn.microsoft.com/dotnet/api/system.windows.forms.control.sizefromclientsize\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.sizefromclientsize)
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Control.SetStyle(ControlStyles, bool)
[\(https://learn.microsoft.com/dotnet/api/system.windows.forms.control.setstyle\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.setstyle)
AppArray
Control.SetTopLevel(bool) [\(https://learn.microsoft.com/dotnet/api/system.windows.forms.control.settoplevel\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.settoplevel)
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Control.RtlTranslateAlignment(HorizontalAlignment)
AppCanvas
[\(https://learn.microsoft.com/dotnet/api/system.windows.forms.control.rtltranslatealignment#system-windows-forms-control-rtltranslatealignment\(system-windows-forms-horizontalalignment\)\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.rtltranslatealignment#system-windows-forms-control-rtltranslatealignment(system-windows-forms-horizontalalignment))
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Control.RtlTranslateAlignment(LeftRightAlignment)
(ASE Assignment.AppCommandFactory.html)
[\(https://learn.microsoft.com/dotnet/api/system.windows.forms.control.rtltranslatealignment#system-windows-forms-control-rtltranslatealignment\(system-windows-forms-leftrightalignment\)\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.rtltranslatealignment#system-windows-forms-control-rtltranslatealignment(system-windows-forms-leftrightalignment))
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AppCompoundCommand
Control.RtlTranslateAlignment(ContentAlignment)
AppElse
[\(https://learn.microsoft.com/dotnet/api/system.windows.forms.control.rtltranslatealignment#system-windows-forms-control-rtltranslatealignment\(system-drawing-contentalignment\)\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.rtltranslatealignment#system-windows-forms-control-rtltranslatealignment(system-drawing-contentalignment))
(ASE Assignment.AppElse.html)
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Control.RtlTranslateHorizontal(HorizontalAlignment)
(ASE Assignment.AppEnd.html)
[\(https://learn.microsoft.com/dotnet/api/system.windows.forms.control.rtltranslatehorizontal\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.rtltranslatehorizontal)
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Control.RtlTranslateLeftRight(LeftRightAlignment)
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[\(https://learn.microsoft.com/dotnet/api/system.windows.forms.control.rtltranslateleftright\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.rtltranslateleftright)
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Control.RtlTranslateContent(ContentAlignment)
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[\(https://learn.microsoft.com/dotnet/api/system.windows.forms.control.rtltranslatecontent\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.rtltranslatecontent)
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Control.Show() [\(https://learn.microsoft.com/dotnet/api/system.windows.forms.control.show\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.show)
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Control.SuspendLayout() [\(https://learn.microsoft.com/dotnet/api/system.windows.forms.control.suspendlayout\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.suspendlayout)
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Control.Update() [\(https://learn.microsoft.com/dotnet/api/system.windows.forms.control.update\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.update)
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Control.UpdateBounds()
AppPoke
[\(https://learn.microsoft.com/dotnet/api/system.windows.forms.control.updatebounds#system-windows-forms-control-updatebounds\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.updatebounds#system-windows-forms-control-updatebounds)
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AppReal
Control.UpdateBounds(int, int, int, int)
(ASE Assignment.AppReal.html)
[\(https://learn.microsoft.com/dotnet/api/system.windows.forms.control.updatebounds#system-windows-forms-control-updatebounds\(system-int32-system-int32-system-int32-system-int32\)\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.updatebounds#system-windows-forms-control-updatebounds(system-int32-system-int32-system-int32-system-int32))
AppStoredProgram
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Control.UpdateBounds(int, int, int, int, int, int)
AppWhile
[\(https://learn.microsoft.com/dotnet/api/system.windows.forms.control.updatebounds#system-windows-forms-control-updatebounds\(system-int32-system-int32-system-int32-system-int32-system-int32-system-int32\)\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.updatebounds#system-windows-forms-control-updatebounds(system-int32-system-int32-system-int32-system-int32-system-int32-system-int32))
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Control.UpdateZOrder() [\(https://learn.microsoft.com/dotnet/api/system.windows.forms.control.updatezorder\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.updatezorder)
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Control.UpdateStyles() [\(https://learn.microsoft.com/dotnet/api/system.windows.forms.control.updatestyles\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.updatestyles)
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Control.OnImeModeChanged(EventArgs)
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Control.AccessibilityObject
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Control.AccessibleDefaultActionDescription
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[\(https://learn.microsoft.com/dotnet/api/system.windows.forms.control.accessibledefaultactiondescription\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.accessibledefaultactiondescription)
Rect (ASE Assignment.Rect.html)
Control.AccessibleDescription
Tri (ASE Assignment.Tri.html)
[\(https://learn.microsoft.com/dotnet/api/system.windows.forms.control.accessibledescription\)](https://learn.microsoft.com/dotnet/api/system.windows.forms.control.accessibledescription)
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Control.AccessibleName (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.accessiblename>)

Control.AccessibleRole (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.accessiblerole>)

Control.AllowDrop (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.allowdrop>)

Control.Anchor (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.anchor>)

Control.AutoScrollOffset (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.autoscrolloffset>)

Control.LayoutEngine (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.layoutengine>)

Control.DataContext (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.datacontext>)

Control.BackgroundImage (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.backgroundimage>)

Control.BackgroundImageLayout (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.backgroundimagelayout>)

Control.Bottom (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.bottom>)

Control.Bounds (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.bounds>)

Control.CanFocus (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.canfocus>)

Control.CanRaiseEvents (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.canraiseevents>)

Control.CanSelect (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.canselect>)

Control.Capture (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.capture>)

Control.CausesValidation (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.causesvalidation>)

Control.CheckForIllegalCrossThreadCalls (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.checkforillegalcrossthreadcalls>)

Control.ClientRectangle (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.clientrectangle>)

Control.CompanyName (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.companyname>)

Control.ContainsFocus (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.containsfocus>)

Control.ContextMenuStrip (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.contextmenustrip>)

Control.Controls (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.controls>)

Control.Created (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.created>)

Control.Cursor (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.cursor>)

Control.DataBindings (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.databindings>)

Control.DefaultBackColor (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.defaultbackcolor>)

Control.DefaultCursor (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.defaultcursor>)

Control.DefaultFont (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.defaultfont>)

Control.DefaultForeColor (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.defaultforecolor>)

Control.DefaultMargin (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.defaultmargin>)

Control.DefaultMaximumSize (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.defaultmaximumsize>)

Control.DefaultMinimumSize (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.defaultminimumsize>)

Control.DefaultPadding (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.defaultpadding>)

Control.DeviceDpi (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.devicedpi>)

Control.IsDisposed (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.isdisposed>)

Control.Disposing (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.disposing>)

Control.Dock (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.dock>)

Control.DoubleBuffered (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.doublebuffered>)

Control.Enabled (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.enabled>)

Control.Focused (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.focused>)

Control.Font (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.font>)

Control.FontHeight (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.fontheight>)

Control.ForeColor (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.forecolor>)

Control.WriteText

Control.Handle (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.handle>)

Control.HasChildren (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.haschildren>)

Control.Height (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.height>)

Control.IsHandleCreated (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.ishandlecreated>)

Control.InvokeRequired (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.invokerequired>)

Control.IsAccessible (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.isaccessible>)

Control.IsAncestorSiteInDesignMode
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.isancestorsiteindesignmode>)

Control.IsMirrored (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.ismirrored>)

Control.Left (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.left>)

Control.Margin (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.margin>)

Control.ModifierKeys (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.modifierkeys>)

Control.MouseButtons (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.mousebuttons>)

Control.MousePosition (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.mouseposition>)

Control.Name (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.name>)

Control.Parent (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.parent>)

Control.ProductName (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.productname>)

Control.ProductVersion (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.productversion>)

Control.RecreatingHandle
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.recreatinghandle>)

Control.Region (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.region>)

Control.RenderRightToLeft
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.renderrighttopleft>)

Control.ResizeRedraw (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.resizedraw>)

Control.Right (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.right>)

Control.RightToLeft (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.righttopleft>)

Control.ScaleChildren (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.scalechildren>)

Control.Site (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.site>)

Control.TabIndex (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.tabindex>)

Control.TabStop (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.tabstop>)

Control.Tag (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.tag>)

Control.Top (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.top>)

Control.TopLevelControl (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.toplevelcontrol>)

Control.ShowKeyboardCues
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.showkeyboardcues>)

Control.ShowFocusCues (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.showfocuscues>)

Control.UseWaitCursor (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.usewaitcursor>)

Control.Visible (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.visible>)

Control.Width (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.width>)

Control.PreferredSize (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.preferredsize>)

Control.Padding (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.padding>)

Control.ImeMode (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.ime-mode>)

Control.ImeModeBase (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.ime-mode-base>)

Control.PropagatingImeMode
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.propagatingime-mode>)

Control.BackColorChanged
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.backcolorchanged>)

Control.BackgroundImageChanged
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.backgroundimagechanged>)

Control.WriteText

Control.BackgroundImageLayoutChanged
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.backgroundimagelayoutchanged>)

Control.BindingContextChanged
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.bindingcontextchanged>)

Control.CausesValidationChanged
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.causesvalidationchanged>)

Control.ClientSizeChanged
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.clientsizechanged>)

Control.ContextMenuStripChanged
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.contextmenustripchanged>)

Control.CursorChanged
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.cursorchanged>)

Control.DockChanged
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.dockchanged>)

Control.EnabledChanged
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.enabledchanged>)

Control.FontChanged
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.fontchanged>)

Control.ForeColorChanged
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.forecolorchanged>)

Control.LocationChanged
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.locationchanged>)

Control.MarginChanged
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.marginchanged>)

Control.RegionChanged
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.regionchanged>)

Control.RightToLeftChanged
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.righttoleftchanged>)

Control.SizeChanged
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.sizechanged>)

Control.TabIndexChanged
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.tabindexchanged>)

Control.TabStopChanged
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.tabstopchanged>)

Control.TextChanged
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.textchanged>)

Control.VisibleChanged
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.visiblechanged>)

Control.Click
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.click>)

Control.ControlAdded
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.controladded>)

Control.ControlRemoved
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.controlremoved>)

Control.DataContextChanged
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.datacontextchanged>)

Control.DragDrop
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.dragdrop>)

Control.DragEnter
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.dragenter>)

Control.DragOver
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.dragover>)

Control.DragLeave
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.dragleave>)

Control.GiveFeedback
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.givefeedback>)

Control.HandleCreated
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.handlecreated>)

Control.HandleDestroyed
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.handledestroyed>)

Control.HelpRequested
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.helprequested>)

Control.Invalidated
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.invalidated>)

Control.PaddingChanged
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.paddingchanged>)

Control.Paint
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.paint>)

Control.QueryContinueDrag
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.querycontinuedrag>)

Control.QueryAccessibilityHelp
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.queryaccessibilityhelp>)

Control.DoubleClick
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.doubleclick>)

Control.Enter
(<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.enter>)

Control.WriteText

Control.GotFocus (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.gotfocus>)

Control.KeyDown (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.keydown>)

Control.KeyPress (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.keypress>)

Control.KeyUp (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.keyup>)

Control.Layout (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.layout>)

Control.Leave (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.leave>)

Control.LostFocus (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.lostfocus>)

Control.MouseClick (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.mouseclick>)

Control.MouseDoubleClick (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.mousedoubleclick>)

Control.MouseCaptureChanged (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.mousecapturechanged>)

Control.MouseDown (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.mousedown>)

Control.MouseEnter (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.mouseenter>)

Control.MouseLeave (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.mouseleave>)

Control.DpiChangedBeforeParent (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.dpichangedbeforeparent>)

Control.DpiChangedAfterParent (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.dpichangedafterparent>)

Control.MouseHover (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.mousehover>)

Control.MouseMove (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.mousemove>)

Control.MouseUp (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.mouseup>)

Control.MouseWheel (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.mousewheel>)

Control.Move (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.move>)

Control.PreviewKeyDown (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.previewkeydown>)

Control.Resize (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.resize>)

Control.ChangeUICues (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.changeuicues>)

Control.StyleChanged (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.stylechanged>)

Control.SystemColorsChanged (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.systemcolorschanged>)

Control.Validating (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.validating>)

Control.Validated (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.validated>)

Control.ParentChanged (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.parentchanged>)

Control.ImeModeChanged (<https://learn.microsoft.com/dotnet/api/system.windows.forms.control.imemodechanged>)

Component.Dispose (<https://learn.microsoft.com/dotnet/api/system.componentmodel.component.dispose#system-componentmodel-component-dispose>)

Component.GetService(Type) (<https://learn.microsoft.com/dotnet/api/system.componentmodel.component.getservice>)

Component.Container (<https://learn.microsoft.com/dotnet/api/system.componentmodel.component.container>)

Component.DesignMode (<https://learn.microsoft.com/dotnet/api/system.componentmodel.component.designmode>)

Component.Events (<https://learn.microsoft.com/dotnet/api/system.componentmodel.component.events>)

Component.Disposed (<https://learn.microsoft.com/dotnet/api/system.componentmodel.component.disposed>)

MarshalByRefObject.GetLifetimeService() (<https://learn.microsoft.com/dotnet/api/system.marshalbyrefobject.getlifetimeservice>)

MarshalByRefObject.InitializeLifetimeService() (<https://learn.microsoft.com/dotnet/api/system.marshalbyrefobject.initializelifetimeservice>)

WriteText

MarshalByRefObject.MemberwiseClone(bool)

(<https://learn.microsoft.com/dotnet/api/system.marshalbyrefobject.memberwiseclone>)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

Namespace: ASE_Assignment (ASE_Assignment.html)

Assembly: ASE_Assignment.dll (ASE_Assignment.dll.html)

Syntax

AppCanvas

AppCommandFactory

```
public class BooselInterpreter : Form, IDropTarget, ISynchronizeInvoke, IWin32Window, IBindab  
leComponent, IComponent, IDisposable, IContainerControl
```

AppCompoundCommand

AppCompoundCommand

AppElse

Constructors

AppEnd

AppFor

BooselInterpreter()

AppIf

Initialises new instance of BooselInterpreter (ASE_Assignment.BooselInterpreter.html) class. Initialises the application and sets up the canvas.

AppIf

Declaration

AppInt

```
public BooselInterpreter()
```

AppPeek

AppPoke

AppReal

Methods

AppStoredProgram

AppWhile

Dispose(bool)

BooselInterpreter

Clean up any resources being used.

Declaration

Circle

```
protected override void Dispose(bool disposing)
```

MoveTo

PenColour

Parameters

Rect (ASE_Assignment.Rect.html)

Tri (ASE_Assignment.Tri.html)

WriteText

Type	Name	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>disposing</i>	true if managed resources should be disposed; otherwise, false.

Overrides

Form.Dispose(bool) (<https://learn.microsoft.com/dotnet/api/system.windows.forms.form.dispose>)

- ASE_Assignment

(ASE_Assignment.html)

UpdatePictureBox()

AppArray

Initializes a reference of the picture box by invalidating its current state.

AppCanvas

Declaration

(ASE_Assignment.AppCanvas.html)

AppCommandFactory

public void HidePictureBox()

AppCompoundCommand

(ASE_Assignment.AppCompoundCommand.html)

AppElse

Implements

(ASE_Assignment.AppElse.html)

IDropTarget (<https://learn.microsoft.com/dotnet/api/system.windows.forms.idroptarget>)

ISynchronizeInvoke (<https://learn.microsoft.com/dotnet/api/system.componentmodel.isynchronizeinvoke>)

AppFor

IWin32Window (<https://learn.microsoft.com/dotnet/api/system.windows.forms.iwin32window>)

IBindableComponent (<https://learn.microsoft.com/dotnet/api/system.windows.forms.ibindablecomponent>)

AppIf

IComponent (<https://learn.microsoft.com/dotnet/api/system.componentmodel.icomponent>)

IDisposable (<https://learn.microsoft.com/dotnet/api/system.idisposable>)

AppInt

IContainerControl (<https://learn.microsoft.com/dotnet/api/system.windows.forms.containercontrol>)

(ASE_Assignment.AppInt.html)

AppPeek

(ASE_Assignment.AppPeek.html)

AppPoke

(ASE_Assignment.AppPoke.html)

AppReal

(ASE_Assignment.AppReal.html)

AppStoredProgram

(ASE_Assignment.AppStoredProgram.html)

AppWhile

(ASE_Assignment.AppWhile.html)

BooselInterpreter

(ASE_Assignment.BooselInterpreter.html)

Circle

(ASE_Assignment.Circle.html)

MoveTo

(ASE_Assignment.MoveTo.html)

PenColour

(ASE_Assignment.PenColour.html)

Rect (ASE_Assignment.Rect.html)

Tri (ASE_Assignment.Tri.html)

WriteText

Class Circle

Command to draw a circle on the canvas.

▼ Filter by title

Inheritance

↳ **ASE Assignment**
(ASE_Assignment.html)

↳ CanvasCommand
AppArray
(ASE_Assignment.AppArray.html)
AppCanvas
(ASE_Assignment.AppCanvas.html)

Implements

ICommandFactory
AppCommandFactory
(ASE_Assignment.AppCommandFactory.html)

Inherited Members

AppCompoundCommand
(ASE_Assignment.AppCompoundCommand.html)
AppElse
CommandOneParameter.param1unprocessed
(ASE_Assignment.AppElse.html)
AppEnd
CanvasCommand.xPos
(ASE_Assignment.AppEnd.html)
AppFor
CanvasCommand.Canvas
(ASE_Assignment.AppFor.html)
AppIf
Command.parameterList
(ASE_Assignment.AppIf.html)
AppInt
Command.paramsint
(ASE_Assignment.AppInt.html)
AppPoke
Command.SignatureProgram, string (https://learn.microsoft.com/dotnet/api/system.string)
(ASE_Assignment.AppPoke.html)
AppPokeProgressParameters(string) (https://learn.microsoft.com/dotnet/api/system.string)
AppPokeString()
(ASE_Assignment.AppPoke.html)
AppReal
Command.Name
(ASE_Assignment.AppReal.html)
AppStoredProgram
Command.parameterList
(ASE_Assignment.AppStoredProgram.html)
AppWhile
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
(ASE_Assignment.AppWhile.html)
AppWhileObject
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
(ASE_Assignment.AppWhileObject.html)
AppWhileObjectEquals
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
(ASE_Assignment.AppWhileObjectEquals.html)
AppWhileObjectGetType
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
(ASE_Assignment.AppWhileObjectGetType.html)
AppWhileObjectMemberwiseClone
object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)
(ASE_Assignment.AppWhileObjectMemberwiseClone.html)
AppWhileObjectReferenceEquals
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
(ASE_Assignment.AppWhileObjectReferenceEquals.html)
AppWhileObjectWriteText
PenColour
Namespace: ASE Assignment (ASE_Assignment.html)
(ASE_Assignment.PenColour.html)
Assembly: ASE_Assignment.dll
Rect (ASE_Assignment.Rect.html)
Syntax
(ASE_Assignment.Tri.html)
WriteText

```
public class Circle : CommandOneParameter, ICommand
```

Constructors

Circle() - ASE_Assignment

Initialises new instance of Circle (ASE_Assignment.Circle.html) with no parameters.

Declaration
AppArray
(ASE_Assignment.AppArray.html)
AppCanvas
public Circle()
(ASE_Assignment.AppCanvas.html)
AppCommandFactory
(ASE_Assignment.AppCommandFac

Circle(int) - ASE_Assignment

Initialises new instance of Circle (ASE_Assignment.Circle.html) with a specified canvas and radius.

Declaration
AppElse
(ASE_Assignment.AppElse.html)
AppEnd
(ASE_Assignment.AppEnd.html)
public Circle(int radius)
AppFor
(ASE_Assignment.AppFor.html)

Parameters
AppIf
(ASE_Assignment.AppIf.html)

Type	Name	Description
AppInt (ASE_Assignment.AppInt.html) int (https://learn.microsoft.com/dotnet/api/system.int32)	radius	The radius of the circle that will be drawn.

AppPeek
(ASE_Assignment.AppPeek.html)
AppPoke
(ASE_Assignment.AppPoke.html)

Methods

AppReal
(ASE_Assignment.AppReal.html)

CheckParameters(string[]) - ASE_Assignment

Checks if Circle command has been called with the correct amount of parameters.

Declaration
AppWhile
(ASE_Assignment.AppWhile.html)
BooseInterpreter
(ASE_Assignment.BooseInterpreter.

Circle
public override void CheckParameters(string[] parameterList)
(ASE_Assignment.Circle.html)

Parameters
MoveTo
(ASE_Assignment.MoveTo.html)
PenColour
(ASE_Assignment.PenColour.html)
Rect (ASE_Assignment.Rect.html)
Tri (ASE_Assignment.Tri.html)
WriteText

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>parameterList</i>	String array to be checked to ensure the correct number of parameters has been passed.

Overrides

CommandParameter.CheckParameters(string[]) (<https://learn.microsoft.com/dotnet/api/system.string>)

(ASE_Assignment.html)

Exceptions

Type	Condition
AppArray (ASE_Assignment.AppArray.html)	
AppCanvasException (ASE_Assignment.AppCanvas.html)	Thrown if the number of parameters is not 1.

AppCommandFactory

(ASE_Assignment.AppCommandFactory.html)

Execute()

AppCompoundCommand

(ASE_Assignment.AppCompoundCommand.html)

Calls BOOSE.Command.Execute(), then draws a circle with specified radius.

AppElse

(ASE_Assignment.AppElse.html)

Declaration

AppEnd

(ASE_Assignment.AppEnd.html)

AppFor

(ASE_Assignment.AppFor.html)

Overrides

AppIf

BOOSE.Command.Execute()

(ASE_Assignment.AppIf.html)

AppInt

(ASE_Assignment.AppInt.html)

Implements

AppPeek

(ASE_Assignment.AppPeek.html)

AppPoke

(ASE_Assignment.AppPoke.html)

AppReal

(ASE_Assignment.AppReal.html)

AppStoredProgram

(ASE_Assignment.AppStoredProgram.html)

AppWhile

(ASE_Assignment.AppWhile.html)

BooseInterpreter

(ASE_Assignment.BooseInterpreter.html)

Circle

(ASE_Assignment.Circle.html)

MoveTo

(ASE_Assignment.MoveTo.html)

PenColour

(ASE_Assignment.PenColour.html)

Rect (ASE_Assignment.Rect.html)

Tri (ASE_Assignment.Tri.html)

WriteText

Class MoveTo

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

▼ Filter by title

Inheritance

↳ **ASE Assignment**
(ASE_Assignment.html)

↳ CanvasCommand
AppArray
(ASE_Assignment.AppArray.html)
AppCommandOneParameters
AppCommandTwoParameters
(ASE_Assignment.AppCanvas.html)

Implements
AppCommandFactory
(ASE_Assignment.AppCommandFac
ICommand
AppCompoundCommand

Inherited Members
(ASE_Assignment.AppCompoundCo

CommandTwoParameters.param2
(ASE_Assignment.AppElsa.html)
CommandTwoParameters.param2unprocessed
AppEnd
CommandTwoParameters.CheckParameters(string[]) (https://learn.microsoft.com/dotnet/api/system.string)
(ASE_Assignment.AppEnd.html)
CommandOneParameter.param1
AppFor
CommandOneParameter.param1unprocessed
(ASE_Assignment.AppFor.html)
CanvasCommand.yPos
AppIf
(ASE_Assignment.AppIf.html)
CanvasCommand.canvas
AppInt
(ASE_Assignment.AppInt.html)
Command.program
AppPeek
Command.parameterList
(ASE_Assignment.AppPeek.html)
Command.paramsint
AppPoke
(ASE_Assignment.AppPoke.html) (https://learn.microsoft.com/dotnet/api/system.string)
Command.SetStoredProgram(string) (https://learn.microsoft.com/dotnet/api/system.string)
AppReel
(ASE_Assignment.AppReel.html)
Command.ProcessParameters(string) (https://learn.microsoft.com/dotnet/api/system.string)
AppStoredProgram
(ASE_Assignment.AppStoredProgra
Command.Program
Command.Name
(ASE_Assignment.AppWhile.html)
Command.parameterList
BooselInterpreter
(ASE_Assignment.BooselInterpreter.
Command.paramsint
Circle
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) (ASE_Assignment.Circle.html)
MoveTo
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)) (ASE_Assignment.MoveTo.html)
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
(ASE_Assignment.PenColour.html)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
Rect (ASE_Assignment.Rect.html)
object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)
Tri (ASE_Assignment.Tri.html)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
WriteText

Namespace: ASE_Assignment (ASE_Assignment.html)

Assembly: ASE_Assignment.dll

Syntax

```
public class MoveTo : CommandTwoParameters, ICommand
```



- ASE_Assignment

Methods

AppArray

(ASE_Assignment.AppArray.html)

Execute()

AppCanvas

(ASE_Assignment.AppCanvas.html)

Calls BOOSE.Command.Execute(), then moves the pen to specified (x,y) coordinates.

AppCommandFactory

Declaration

(ASE_Assignment.AppCommandFactory.html)

AppCompoundCommand

(ASE_Assignment.AppCompoundCommand.html)

AppElse

(ASE_Assignment.AppElse.html)

Overrides

AppEnd

BOOSE.Command.Execute()

(ASE_Assignment.AppEnd.html)

AppFor

(ASE_Assignment.AppFor.html)

Implements

AppIf

BOOSE.ICommand

(ASE_Assignment.AppIf.html)

AppInt

(ASE_Assignment.AppInt.html)

See Also

AppPeek

CommandTwoParameters

(ASE_Assignment.AppPeek.html)

AppPoke

(ASE_Assignment.AppPoke.html)

AppReal

(ASE_Assignment.AppReal.html)

AppStoredProgram

(ASE_Assignment.AppStoredProgram.html)

AppWhile

(ASE_Assignment.AppWhile.html)

BooseInterpreter

(ASE_Assignment.BooseInterpreter.html)

Circle

(ASE_Assignment.Circle.html)

MoveTo

(ASE_Assignment.MoveTo.html)

PenColour

(ASE_Assignment.PenColour.html)

Rect (ASE_Assignment.Rect.html)

Tri (ASE_Assignment.Tri.html)

WriteText

Class PenColour

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

▼ Filter by title

Inheritance

Object (https://learn.microsoft.com/dotnet/api/system.object)
(ASE_Assignment.html)

AppCanvasCommand
AppArray
(ASE_Assignment.AppArray.html)
AppCanvas
(ASE_Assignment.AppCanvas.html)
AppCommandFactory
(ASE_Assignment.AppCommandFactory.html)

Implements

ICommand
(ASE_Assignment.ICommand.html)

Inherited Members

CommandThreeParameters.param3
(ASE_Assignment.AppElse.html)
AppEnd
(ASE_Assignment.AppEnd.html)
CommandThreeParameters.CheckParameters(string[]) (https://learn.microsoft.com/dotnet/api/system.string)
(ASE_Assignment.AppEnd.html)
AppFor
(ASE_Assignment.AppFor.html)
CommandTwoParameters.param2unprocessed
(ASE_Assignment.AppFor.html)
AppIf
(ASE_Assignment.AppIf.html)
CommandOneParameter.param1unprocessed
(ASE_Assignment.AppIf.html)
AppInt
(ASE_Assignment.AppInt.html)
CanvasCommand.yPos
(ASE_Assignment.AppInt.html)
AppPeek
(ASE_Assignment.AppPeek.html)
CanvasCommand.canvas
(ASE_Assignment.AppPeek.html)
AppPoke
(ASE_Assignment.AppPoke.html)
Command.parametersList
(ASE_Assignment.AppPoke.html)
AppReal
(ASE_Assignment.AppReal.html)
Command.parameters
(ASE_Assignment.AppReal.html)
AppStoredProgram
(ASE_Assignment.AppStoredProgram.html)
Command.Compile
(ASE_Assignment.AppStoredProgram.html)
AppWhile
(ASE_Assignment.AppWhile.html)
Command.ProcessParameters(string) (https://learn.microsoft.com/dotnet/api/system.string)
(ASE_Assignment.AppWhile.html)
BooselInterpreter
(ASE_Assignment.BooselInterpreter.html)
Command.Name
(ASE_Assignment.BooselInterpreter.html)
Circle
(ASE_Assignment.Circle.html)
Command.parameters
(ASE_Assignment.Circle.html)
MoveTo
(ASE_Assignment.MoveTo.html)
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
(ASE_Assignment.MoveTo.html)
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object,system-object))
(ASE_Assignment.MoveTo.html)
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
(ASE_Assignment.MoveTo.html)
WriteText

[object.GetType\(\)](https://learn.microsoft.com/dotnet/api/system.object.gettype) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[object.MemberwiseClone\(\)](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone) (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

[object.ReferenceEquals\(object, object\)](https://learn.microsoft.com/dotnet/api/system.object.referenceequals) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

Namespace: ASE_Assignment (ASE_Assignment.html)

Assembly: ASE_Assignment.dll

Syntax

public class PenColour : CommandThreeParameters, ICommand

(ASE_Assignment.html)

AppArray

(ASE_Assignment.AppArray.html)

Methods

AppCanvas

AppCommandFactory

Execute() (ASE_Assignment.AppCommandFactory.html)

AppCompoundCommand

Calls BOOSE.Command.Execute(), then sets the pen colour to the specified RGB values.

(ASE_Assignment.AppCompoundCommand.html)

Declaration

AppElse

(ASE_Assignment.AppElse.html)

AppEnd

public override void Execute()

(ASE_Assignment.AppEnd.html)

AppFor

Overrides ASE_Assignment.AppFor.html)

BOOSE.Command.Execute()

(ASE_Assignment.AppIf.html)

AppInt

Implements

(ASE_Assignment.AppInt.html)

AppPeek

BOOSE.Command (ASE_Assignment.AppPeek.html)

AppPoke

See Also (ASE_Assignment.AppPoke.html)

AppReal

CommandThreeParameters (ASE_Assignment.AppReal.html)

AppStoredProgram

(ASE_Assignment.AppStoredProgram.html)

AppWhile

(ASE_Assignment.AppWhile.html)

BooseInterpreter

(ASE_Assignment.BooseInterpreter.html)

Circle

(ASE_Assignment.Circle.html)

MoveTo

(ASE_Assignment.MoveTo.html)

PenColour

(ASE_Assignment.PenColour.html)

Rect (ASE_Assignment.Rect.html)

Tri (ASE_Assignment.Tri.html)

WriteText

Class Rect

Command to draw a rectangle on the canvas.

▼ Filter by title

Inheritance

↳ **ASE Assignment**
(ASE_Assignment.html)

↳ CanvasCommand
AppArray
(ASE_Assignment.AppArray.html)
AppCanvas
(ASE_Assignment.AppCanvas.html)

Implements

ICommandFactory
(ASE_Assignment.AppCommandFactory.html)

Inherited Members

CommandOneParameterAppCompoundCommand
(ASE_Assignment.AppCompoundCommand.html)
AppElse
CommandOneParameter.param1unprocessed
(ASE_Assignment.AppElse.html)
CanvasCommand.yPos
AppEnd
(ASE_Assignment.AppEnd.html)
CanvasCommand.Canvas
AppFor
(ASE_Assignment.AppFor.html)
Command.program
AppIf
Command.parameterList
(ASE_Assignment.AppIf.html)
AppIf
Command.paramsint
(ASE_Assignment.AppIf.html)
Command.SignatureProgram, string (https://learn.microsoft.com/dotnet/api/system.string)
AppPeek
Command.Compile()
(ASE_Assignment.AppPeek.html)
Command.ProcessParameters(string) (https://learn.microsoft.com/dotnet/api/system.string)
AppPoke
Command.ToString()
(ASE_Assignment.AppPoke.html)
AppReal
Command.Name
(ASE_Assignment.AppReal.html)
AppStoredProgram
Command.Parameters
(ASE_Assignment.AppStoredProgram.html)
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
(ASE_Assignment.AppWhile.html)
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
(ASE_Assignment.AppWhile.html)
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
(ASE_Assignment.AppWhile.html)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)
(ASE_Assignment.AppWhile.html)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
PenColour
Namespace: ASE Assignment (ASE_Assignment.html)
(ASE_Assignment.PenColour.html)
Assembly: ASE_Assignment.dll
Rect (ASE_Assignment.Rect.html)
Syntax (ASE_Assignment.Tri.html)
WriteText


```
public class Rect : CommandOneParameter, ICommand
```

Constructors

Rect() - ASE_Assignment

Initialises new instance of Rect (ASE_Assignment.Rect.html) with no parameters.

AppArray
(ASE_Assignment.AppArray.html)
AppCanvas
public Rect()
(ASE_Assignment.AppCanvas.html)
AppCommandFactory
(ASE_Assignment.AppCommandFac

Rect(int, int)

Initialises new instance of Rect (ASE_Assignment.Rect.html) using specified width and height.

AppElse
(ASE_Assignment.AppElse.html)
AppEnd
(ASE_Assignment.AppEnd.html)
public Rect(int width, int height)
AppFor
(ASE_Assignment.AppFor.html)

AppIf
(ASE_Assignment.AppIf.html)

Type	Name	Description
int (ASE_Assignment.AppInt.html) (https://learn.microsoft.com/dotnet/api/system.int32)	width	Width of rectangle to be created
int (ASE_Assignment.AppPeek.html) (https://learn.microsoft.com/dotnet/api/system.int32)	height	Height of rectangle to be created

Methods

CheckParameters(string[])

Checks if the Rect command has been called with the correct amount of parameters.

AppWhile
(ASE_Assignment.AppWhile.html)
BoosInterpreter
(ASE_Assignment.BoosInterpreter.
Declaration
Circle
(ASE_Assignment.Circle.html)
public override void CheckParameters(string[] parameterList)
MoveTo
(ASE_Assignment.MoveTo.html)

PenColour
(ASE_Assignment.PenColour.html)
Rect (ASE_Assignment.Rect.html)
Tri (ASE_Assignment.Tri.html)
WriteText

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>parameterList</i>	String array to be checked to ensure the correct number of parameters has been passed.

Overrides

ASE_Assignment.CommandParameter.CheckParameters(string[]) (<https://learn.microsoft.com/dotnet/api/system.string>)

(ASE_Assignment.html)

Exceptions

Type	Condition
AppArray (ASE_Assignment.AppArray.html)	
AppCanvasException (ASE_Assignment.AppCanvas.html)	Thrown if the number of parameters is not 2.

Execute()

Calls **BOOSE.Command.Execute()**, then draws a rectangle with specified width and height.

Declaration

AppEnd
(ASE_Assignment.AppEnd.html)

AppFor
(ASE_Assignment.AppFor.html)

Overrides

AppIf
(ASE_Assignment.AppIf.html)

AppInt
(ASE_Assignment.AppInt.html)

Implements

AppPeek
(ASE_Assignment.AppPeek.html)

AppPoke
(ASE_Assignment.AppPoke.html)

See Also

AppReal
(ASE_Assignment.AppReal.html)

AppStoredProgram
(ASE_Assignment.AppStoredProgram.html)

AppWhile
(ASE_Assignment.AppWhile.html)

BooseInterpreter
(ASE_Assignment.BooseInterpreter.html)

Circle
(ASE_Assignment.Circle.html)

MoveTo
(ASE_Assignment.MoveTo.html)

PenColour
(ASE_Assignment.PenColour.html)

Rect (ASE_Assignment.Rect.html)

Tri (ASE_Assignment.Tri.html)

WriteText

Class Tri

Command to draw a triangle on the canvas.

▼ Filter by title

Inheritance

↳ **ASE Assignment**
(ASE_Assignment.html)

↳ CanvasCommand
AppArray
(ASE_Assignment.AppArray.html)
AppCanvas
(ASE_Assignment.AppCanvas.html)

Implements
AppCommandFactory
(ASE_Assignment.AppCommandFactory.html)
AppCompoundCommand
(ASE_Assignment.AppCompoundCommand.html)

Inherited Members
(ASE_Assignment.AppCompoundCommand.html)

AppElse
CommandTwoParameters.param2
(ASE_Assignment.AppElse.html)
CommandTwoParameters.param2Unprocessed
AppEnd
CommandOneParameter.param1
(ASE_Assignment.AppEnd.html)
CommandOneParameter.param1Unprocessed
AppFor
CanvasCommand.yPos
(ASE_Assignment.AppFor.html)
CanvasCommand.xPos
AppIf
CanvasCommand.canvas
(ASE_Assignment.AppIf.html)
CanvasCommand.canvas
AppInt
Command.program
(ASE_Assignment.AppInt.html)
Command.parameters
AppPeek
(ASE_Assignment.AppPeek.html)
Command.parameters
AppPoke
Command.Set(StoredProgram, string) (https://learn.microsoft.com/dotnet/api/system.string)
(ASE_Assignment.AppPoke.html)
Command.Compile
AppReal
Command.ProcessParameters(string) (https://learn.microsoft.com/dotnet/api/system.string)
(ASE_Assignment.AppReal.html)
Command.ToString
AppStoredProgram
(ASE_Assignment.AppStoredProgram.html)
Command.Name
AppWhile
(ASE_Assignment.AppWhile.html)
Command.parameters
RooseInterpreter
(ASE_Assignment.RooseInterpreter.html)
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
Circle
(ASE_Assignment.Circle.html)
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
MoveTo
(ASE_Assignment.MoveTo.html)
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.GetHashCode)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.GetType)
object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.MemberwiseClone)
Rect (ASE_Assignment.Rect.html)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.ReferenceEquals)
Tri (ASE_Assignment.Tri.html)
Namespace: ASE_Assignment (ASE_Assignment.html)
WriteText

```
public class Tri : CommandTwoParameters, ICommand
```

▼
Constructors

- ASE_Assignment

(ASE_Assignment.html)

Tri()

AppArray
Initialises a new instance of Tri(int, int)
(ASE_Assignment.AppArray.html)
(ASE_Assignment.AppCanvas.html#ASE_Assignment_AppCanvas_Tri_System_Int32_System_Int32_) using no
parameters
(ASE_Assignment.AppCanvas.html)

Declaration

AppCommandFactory
(ASE_Assignment.AppCommandFactory.html)
AppCompoundCommand
public Tri()
(ASE_Assignment.AppCompoundCommand.html)
AppElse
(ASE_Assignment.AppElse.html)

Tri(int, int)

AppEnd
(ASE_Assignment.AppEnd.html)
AppFor
Initialises a new instance of Tri(int, int)
(ASE_Assignment.AppFor.html)
(ASE_Assignment.AppCanvas.html#ASE_Assignment_AppCanvas_Tri_System_Int32_System_Int32_) using a
specified width and height.
AppIf
(ASE_Assignment.AppIf.html)

Declaration

AppInt
(ASE_Assignment.AppInt.html)
AppPeek
public Tri(int width, int height)
(ASE_Assignment.AppPeek.html)

Parameters

Type	Name	Description
AppReal (ASE_Assignment.AppReal.html) int (https://learn.microsoft.com/dotnet/api/system.int32) AppStoredProgram	<i>width</i>	Width to be used to draw triangle
int (https://learn.microsoft.com/dotnet/api/system.int32) (ASE_Assignment.AppStoredProgram.html) AppWhile (ASE_Assignment.AppWhile.html)	<i>height</i>	Height to be used to draw triangle

Methods

CheckParameters(string[])

MoveTo
(ASE_Assignment.MoveTo.html)
PenColor
Checks the Tri(int, int)
(ASE_Assignment.PenColor.html)
(ASE_Assignment.AppCanvas.html#ASE_Assignment_AppCanvas_Tri_System_Int32_System_Int32_) command has
been called with a correct amount of parameters.
Rect
(ASE_Assignment.Rect.html)
Tri (ASE_Assignment.Tri.html)

Declaration

WriteText

```
public override void CheckParameters(string[] parameterList)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) ASE_Assignment (ASE_Assignment.html)	<i>parameterList</i>	String array to be checked to ensure the correct number of parameters has been passed.

AppArray
([ASE_Assignment.AppArray.html](#))

Overrides
AppCanvas
CommandFactory.CheckParameters(string[]) (<https://learn.microsoft.com/dotnet/api/system.string>)
([ASE_Assignment.AppCanvas.html](#))

Exceptions
AppCommandFactory

Type	Condition
AppCompoundCommand CommandException (ASE_Assignment.AppCompoundCommand.html)	Thrown if the number of parameters is not 2.

AppElse
([ASE_Assignment.AppElse.html](#))

Execute()
AppEnd
([ASE_Assignment.AppEnd.html](#))

Calls AppOSE.Command.Execute(), then draws a triangle using specified width and height.

Declaration
AppIf
([ASE_Assignment.AppIf.html](#))

AppIf
public override void Execute()
([ASE_Assignment.AppIf.html](#))

Overrides
AppPeek
([ASE_Assignment.AppPeek.html](#))

BOOSE.Command.Execute()
AppPoke
([ASE_Assignment.AppPoke.html](#))

Implements
AppReal
([ASE_Assignment.AppReal.html](#))

BOOSE.ICommand
AppStoredProgram
([ASE_Assignment.AppStoredProgram.html](#))

AppWhile
([ASE_Assignment.AppWhile.html](#))

BooseInterpreter
([ASE_Assignment.BooseInterpreter.html](#))

Circle
([ASE_Assignment.Circle.html](#))

MoveTo
([ASE_Assignment.MoveTo.html](#))

PenColour
([ASE_Assignment.PenColour.html](#))

Rect ([ASE_Assignment.Rect.html](#))

Tri ([ASE_Assignment.Tri.html](#))

WriteText

Class WriteText

Command to write a string on the canvas.

▼ Filter by title

Inheritance

↳ **ASE Assignment**
(ASE_Assignment.html)

↳ CanvasCommand
AppArray
(ASE_Assignment.AppArray.html)
AppWriteText
AppCanvas

Implements

ICommandFactory
AppCommandFactory
(ASE_Assignment.AppCommandFactory.html)

Inherited Members

AppCompoundCommand
(ASE_Assignment.AppCompoundCommand.html)
AppElse
CommandOneParameter.param1unprocessed
(ASE_Assignment.AppElse.html)
CanvasCommand.yPos
AppEnd
(ASE_Assignment.AppEnd.html)
CanvasCommand.canvas
AppFor
CanvasCommand.Canvas
Command.program
(ASE_Assignment.AppFor.html)
AppIf
Command.parameterList
(ASE_Assignment.AppIf.html)
AppInt
Command.paramsint
(ASE_Assignment.AppInt.html)
AppLoadProgram(string) (https://learn.microsoft.com/dotnet/api/system.string)
AppPeek
Command.Compile()
(ASE_Assignment.AppPeek.html)
AppProgressParameters(string) (https://learn.microsoft.com/dotnet/api/system.string)
AppPoke
Command.ToString()
(ASE_Assignment.AppPoke.html)
AppReal
Command.Name
(ASE_Assignment.AppReal.html)
AppStoredProgram
Command.parameterList
(ASE_Assignment.AppStoredProgram.html)
AppWhile
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
(ASE_Assignment.AppWhile.html)
AppConsoleInterpreter
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
(ASE_Assignment.AppConsoleInterpreter.html)
AppCircle
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
(ASE_Assignment.AppCircle.html)
AppGettype
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
AppMoveTo
object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)
(ASE_Assignment.AppMoveTo.html)
AppMoveTo
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
PenColour
Namespace: ASE Assignment (ASE_Assignment.html)
(ASE_Assignment.PenColour.html)
Assembly: ASE_Assignment.dll
Rect (ASE_Assignment.Rect.html)
Syntax
(ASE_Assignment.Tri.html)
WriteText

```
public class WriteText : CommandOneParameter, ICommand
```

Constructors

WriteText() - ASE_Assignment

Initialises a new instance of WriteText (ASE_Assignment.WriteText.html) with no parameters.

```
AppArray  
(ASE_Assignment.AppArray.html)  
AppCanvas  
public WriteText()  
(ASE_Assignment.AppCanvas.html)  
AppCommandFactory  
(ASE_Assignment.AppCommandFac
```

WriteText(string)

Initialises a new instance of WriteText (ASE_Assignment.WriteText.html) with a specified canvas and string.

```
AppElse  
(ASE_Assignment.AppElse.html)  
Declaration  
AppEnd  
(ASE_Assignment.AppEnd.html)  
public WriteText(string text)  
AppFor  
(ASE_Assignment.AppFor.html)  
AppIf
```

```
Parameters  
(ASE_Assignment.AppIf.html)
```

Type	Name	Description
AppInt (ASE_Assignment.AppInt.html) string (https://learn.microsoft.com/dotnet/api/system.string) AppPeek (ASE_Assignment.AppPeek.html)	text	

Methods

CheckParameters(string[])

Checks if WriteText (ASE_Assignment.WriteText.html) has been called with the correct amount of parameters.

```
(ASE_Assignment.AppWhile.html)  
Declaration  
BooselInterpreter  
(ASE_Assignment.BooselInterpreter.  
public override void CheckParam  
(ASE_Assignment.Circle.html)  
MoveTo  
(ASE_Assignment.MoveTo.html)  
Parameters  
PenColour  
(ASE_Assignment.PenColour.html)  
Rect (ASE_Assignment.Rect.html)  
Tri (ASE_Assignment.Tri.html)  
WriteText
```

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>parameterList</i>	String array to be checked to ensure the correct number of parameters has been passed.

Overrides

CommandParameter.CheckParameters(string[]) (<https://learn.microsoft.com/dotnet/api/system.string>)

(ASE_Assignment.html)

Exceptions

Type	Condition
AppArray (ASE_Assignment.AppArray.html)	
AppCanvasException (ASE_Assignment.AppCanvas.html)	Thrown if the number of parameters is not 1.

Execute()

Calls BOOSE.Command.Execute(), then writes text using the specified string.

Declaration

AppEnd
(ASE_Assignment.AppEnd.html)

AppFor
(ASE_Assignment.AppFor.html)

Overrides

AppIf
BOOSE.Command.Execute()
(ASE_Assignment.AppIf.html)

Implements

AppInt
(ASE_Assignment.AppInt.html)

AppPeek
BOOSE.Command
(ASE_Assignment.AppPeek.html)

AppPoke
(ASE_Assignment.AppPoke.html)

AppReal
(ASE_Assignment.AppReal.html)

AppStoredProgram
(ASE_Assignment.AppStoredProgra

AppWhile
(ASE_Assignment.AppWhile.html)

BooseInterpreter
(ASE_Assignment.BooseInterpreter.

Circle
(ASE_Assignment.Circle.html)

MoveTo
(ASE_Assignment.MoveTo.html)

PenColour
(ASE_Assignment.PenColour.html)

Rect (ASE_Assignment.Rect.html)

Tri (ASE_Assignment.Tri.html)

WriteText


Namespace ASE_AssignmentTests

Classes

▼ Filter by title

- AppCanvasTests (ASE_AssignmentTests.AppCanvasTests.html)
- + ASE_Assignment (ASE_Assignment.html)
- ASE_AssignmentTests (ASE_AssignmentTests.html)
- AppCanvasTests (ASE_AssignmentTests.AppCanvasT

Class AppCanvasTests

Inheritance	
	object (https://learn.microsoft.com/dotnet/api/system.object)
	↳ AppCanvasTests
ASE Assignment	
Inherited Members	
(ASE_Assignment.html)	
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))	
ASE_AssignmentTests	
(ASE_AssignmentTests.html)	
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))	
AppCanvasTests.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)	
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)	
object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)	
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)	
object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)	
Namespace: ASE_AssignmentTests (ASE_AssignmentTests.html)	
Assembly: ASE_AssignmentTests.dll	
Syntax	
<pre>[TestClass] public class AppCanvasTests</pre>	

Methods

Setup()

Creates new canvas for testing purposes, uses specified width and height of 800px,800px.

Declaration

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

TestAppArray_NoRestrictions()

Test to ensure that the AppArray can be used without BOOSE restrictions.

Declaration

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

TestAppFor_NoRestrictions()

Test to ensure that AppFor can be used without BOOSE restrictions.

+ ASE_Assignment

Declaration (ASE_Assignment.html)

- ASE_AssignmentTests

```
[TestMethod]
public void TestAppFor_NoRestrictions()
{
    AppCanvasTests
    (ASE_AssignmentTests.AppCanvasT
```

TestAppIf_NoRestrictions()

Test to ensure that AppIf can be used without BOOSE restrictions.

Declaration

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

TestAppInt_NoRestrictions()

Test to ensure that the AppInt can be used without BOOSE restrictions.

Declaration

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

TestAppReal_NoRestrictions()

Test to ensure that the AppReal can be used without BOOSE restrictions.

Declaration

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

TestAppWhile_NoRestrictions()

Test to ensure that AppWhile can be used without BOOSE restrictions.

Declaration

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



TestDrawTo_SetsPenPosition() (ASE_AssignmentTests.html)

Test to ensure DrawTo command correctly sets pen X and Y position after drawing.

- ASE_AssignmentTests

Declaration (ASE_AssignmentTests.html)

```
AppCanvasTests
[TestMethod]
public void TestDrawTo_SetsPenPosition()
```

TestMoveTo_SetsPenPosition()

Test to ensure MoveTo command correctly sets pen X and Y position.

Declaration

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

TestMultilineProgram_NoRestrictions()

Test to ensure multiline programs can be run even if command parameters exceed BOOSE restrictions.

Declaration

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

TestMultilineProgram_WithRestrictions()

Test to ensure multiline programs can be run with command parameters that don't exceed BOOSE restrictions.

Declaration

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



+ **ASE_Assignment**
(ASE_Assignment.html)

- **ASE_AssignmentTests**
(ASE_AssignmentTests.html)

AppCanvasTests
(ASE_AssignmentTests.AppCanvasT