# Namespace BooseTest

# Classes

UnitTest1

Testing the test methods

## Class UnitTest1

```
Namespace: <u>BooseTest</u>
Assembly: BooseTest.dll
```

Testing the test methods

```
[TestClass]
public class UnitTest1
```

#### Inheritance

object ← UnitTest1

#### **Inherited Members**

<u>object.Equals(object)</u> dobject.Equals(object, object) dobject.GetHashCode() dobject.GetType() dobject.MemberwiseClone() dobject.ReferenceEquals(object, object) dobject.ToString() dob

## **Methods**

## CheckDrawToUpdatedPos()

checks that the pen position is correctly updated when using DrawTo command

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

## CheckMoveToUpdatedPos()

checks that the pen position is correctly updated when using moveTo command

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

## CheckMultiLineUpdatedPos()

checks that the pen position is correctly updated when using a mixture of moveTo and DrawTo commands

[TestMethod]
public void CheckMultiLineUpdatedPos()

# Namespace WinFormsApp\_Boose

## Classes

#### **AppCanvas**

// AppCanvas implements ICanvas, handles pen position, drawing, canvas size, and rendering.

Form1

# Class AppCanvas

```
Namespace: WinFormsApp_Boose
Assembly: WinFormsApp_Boose.dll
```

// AppCanvas implements ICanvas, handles pen position, drawing, canvas size, and rendering.

```
public class AppCanvas : ICanvas
```

#### **Inheritance**

<u>object</u> 

✓ AppCanvas

#### **Implements**

**ICanvas** 

#### **Inherited Members**

## **Constructors**

## AppCanvas()

sets default canvas dimensions

```
public AppCanvas()
```

## **Properties**

## PenColour

This gets and sets the pen colour

```
public object PenColour { get; set; }
```

## Property Value

## Xpos

Parameters

radius <u>int</u>♂

filled boold

this is the radius of the circle

```
gets and sets the X coordinate of the pen
 public int Xpos { get; set; }
Property Value
int♂
Ypos
gets and sets the Y coordinate of the pen
 public int Ypos { get; set; }
Property Value
<u>int</u>♂
Methods
Circle(int, bool)
Draw a circle at the current position
 public void Circle(int radius, bool filled)
```

#### 6 / 17

## Exceptions

CanvasException

## Clear()

Clear the canvas

```
public void Clear()
```

## DrawTo(int, int)

Draw a line from the current position to the specified position

```
public void DrawTo(int toX, int toY)
```

#### **Parameters**

toX int♂

This will draw a line to this X coordinate

toY <u>int</u>♂

This will draw a line to this Y coordinate

## Exceptions

CanvasException

## MoveTo(int, int)

Move the pen to a new position without drawing

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

### **Parameters**

```
x <u>int</u>♂
```

This will be the X coordinate the pen will move to

```
y <u>int</u>♂
```

This will be the Y coordinate the pen will move to

## Exceptions

CanvasException

## Rect(int, int, bool)

Draw a rectangle at the current position

```
public void Rect(int width, int height, bool filled)
```

#### **Parameters**

```
width <u>int</u>♂
```

This will be rectangle width

```
height <u>int</u>♂
```

This will be rectangle height

filled <u>bool</u>♂

## Reset()

Reset the pen to the top-left corner of the canvas

```
public void Reset()
```

## Set(int, int)

Set the canvas size and initialise the pen position

```
public void Set(int xsize, int ysize)
```

#### **Parameters**

```
xsize <u>int</u>♂
```

The width of the canvas

ysize <u>int</u>♂

The heeight of the canvas

## SetColour(int, int, int)

Set the pen colour using RGB values

```
public void SetColour(int red, int green, int blue)
```

#### **Parameters**

red <u>int</u>♂

Adjusts the red colour value

green <u>int</u>♂

Adjusts the green colour value

blue <u>int</u>♂

Adjusts the bkue colour value

## Exceptions

CanvasException

# Tri(int, int) public void Tri(int width, int height)

**Parameters** 

width  $\underline{int}$ 

height <u>int</u>♂

# WriteText(string)

public void WriteText(string text)

Parameters

text <u>string</u>♂

## getBitmap()

Retrieve the current bitmap of the canvas

public object getBitmap()

Returns

<u>object</u> ♂

## Class Form1

```
Namespace: WinFormsApp Boose
Assembly: WinFormsApp_Boose.dll
 public class Form1 : Form, IDropTarget, ISynchronizeInvoke, IWin32Window,
 IBindableComponent, IComponent, IDisposable, IContainerControl
Inheritance
<u>object</u> ∠ ← <u>MarshalByRefObject</u> ← <u>Component</u> ← <u>Control</u> ← <u>ScrollableControl</u> ←
ContainerControl  ← Form  ← Form 1
Implements
IDropTarget ☑, ISynchronizeInvoke ☑, IWin32Window ☑, IBindableComponent ☑, IComponent ☑,
Inherited Members
Form.SetVisibleCore(bool) □ , Form.Activate() □ , Form.ActivateMdiChild(Form) □ ,
Form.AddOwnedForm(Form) . Form.AdjustFormScrollbars(bool) . Form.Close() . ,
Form.CreateAccessibilityInstance() ☑ , Form.CreateControlsInstance() ☑ , Form.CreateHandle() ☑ ,
Form.DefWndProc(ref Message) ☑ , Form.ProcessMnemonic(char) ☑ , Form.CenterToParent() ☑ ,
Form.CenterToScreen() , Form.LayoutMdi(MdiLayout) , Form.OnActivated(EventArgs) ,
Form.OnBackgroundImageChanged(EventArgs) ,
<u>Form.OnBackgroundImageLayoutChanged(EventArgs)</u> 

☑ , <u>Form.OnClosing(CancelEventArgs)</u> 
☑ ,
Form.OnClosed(EventArgs) ☑, Form.OnFormClosing(FormClosingEventArgs) ☑,
Form.OnFormClosed(FormClosedEventArgs) ☑ , Form.OnCreateControl() ☑ ,
Form.OnDeactivate(EventArgs) ☑ , Form.OnEnabledChanged(EventArgs) ☑ , Form.OnEnter(EventArgs) ☑ ,
Form.OnFontChanged(EventArgs) d, Form.OnGotFocus(EventArgs) d,
Form.OnHandleCreated(EventArgs) ☑, Form.OnHandleDestroyed(EventArgs) ☑,
Form.OnHelpButtonClicked(CancelEventArgs) ☑ , Form.OnLayout(LayoutEventArgs) ☑ ,
Form.OnLoad(EventArgs) , Form.OnMaximizedBoundsChanged(EventArgs) ,
Form.OnMaximumSizeChanged(EventArgs) , Form.OnMinimumSizeChanged(EventArgs) ,
Form.OnInputLanguageChanged(InputLanguageChangedEventArgs) ,
Form.OnInputLanguageChanging(InputLanguageChangingEventArgs) ,
Form.OnVisibleChanged(EventArgs) d , Form.OnMdiChildActivate(EventArgs) d ,
Form.OnMenuStart(EventArgs) , Form.OnMenuComplete(EventArgs) ,
Form.OnPaint(PaintEventArgs) □ , Form.OnResize(EventArgs) □ ,
Form.OnDpiChanged(DpiChangedEventArgs) ♂, Form.OnGetDpiScaledSize(int, int, ref Size) ♂,
```

Form.OnRightToLeftLayoutChanged(EventArgs) □ , Form.OnShown(EventArgs) □ ,

```
Form.ProcessDialogKey(Keys) , Form.ProcessDialogChar(char) ,
Form.ProcessKeyPreview(ref Message) □ , Form.ProcessTabKey(bool) □ ,
Form.RemoveOwnedForm(Form) ♂, Form.Select(bool, bool) ♂,
Form.GetScaledBounds(Rectangle, SizeF, BoundsSpecified) ,
Form.ScaleControl(SizeF, BoundsSpecified) ☑, Form.SetBoundsCore(int, int, int, int, BoundsSpecified) ☑,
Form.SetClientSizeCore(int, int) , Form.SetDesktopBounds(int, int, int, int) , ,
Form.SetDesktopLocation(int, int) , Form.Show(IWin32Window) , Form.ShowDialog() ,
Form.ShowDialog(IWin32Window) . Form.ToString() . Form.UpdateDefaultButton() . ,
Form.OnResizeBegin(EventArgs) d, Form.OnResizeEnd(EventArgs) d,
Form.OnStyleChanged(EventArgs) , Form.ValidateChildren() , ,
Form.ValidateChildren(ValidationConstraints)  , Form.WndProc(ref Message)  , Form.AcceptButton  ,
Form.ActiveForm , Form.ActiveMdiChild , Form.AllowTransparency , Form.AutoScroll ,
Form.AutoSized, Form.AutoSizeModed, Form.AutoValidated, Form.BackColord,
Form.FormBorderStyle ☑ , Form.CancelButton ☑ , Form.ClientSize ☑ , Form.ControlBox ☑ ,
Form.CreateParams☑, Form.DefaultImeMode☑, Form.DefaultSize☑, Form.DesktopBounds☑,
Form.DesktopLocation, Form.DialogResult, Form.HelpButton, Form.Icon, Form.IsMdiChild,
Form.lsMdiContainer ♂, Form.lsRestrictedWindow ♂, Form.KeyPreview ♂, Form.Location ♂,
Form.MaximizedBounds , Form.MaximumSize , Form.MainMenuStrip , Form.MinimumSize ,
Form.MaximizeBox , Form.MdiChildren , Form.MdiChildrenMinimizedAnchorBottom ,
Form.MdiParent , Form.MinimizeBox , Form.Modal , Form.Opacity , Form.OwnedForms ,
Form.Owner ☑ , Form.RestoreBounds ☑ , Form.RightToLeftLayout ☑ , Form.ShowInTaskbar ☑ ,
Form.Showlcong, Form.ShowWithoutActivationg, Form.Sizeg, Form.SizeGripStyleg,
Form.StartPosition☑, Form.Text☑, Form.TopLevel☑, Form.TopMost☑, Form.TransparencyKey☑,
Form.WindowState , Form.AutoSizeChanged , Form.AutoValidateChanged ,
Form.HelpButtonClicked , Form.MaximizedBoundsChanged , Form.MaximumSizeChanged ,
Form.MinimumSizeChanged , Form.Activated , Form.Deactivate , Form.FormClosing ,
Form.FormClosed , Form.Load , Form.MdiChildActivate , Form.MenuComplete ,
Form.MenuStart d, Form.InputLanguageChanged d, Form.InputLanguageChanging d,
Form.RightToLeftLayoutChanged , Form.Shown , Form.DpiChanged , Form.ResizeBegin , Form.ResizeBegin ,
Form.ResizeEnd , ContainerControl.OnAutoValidateChanged(EventArgs) ,
\underline{ContainerControl.OnMove(\underline{EventArgs})} \square \text{ , } \underline{ContainerControl.OnParentChanged}(\underline{EventArgs}) \square \text{ , } \underline{ContainerChanged}(\underline{EventArgs}) \square
ContainerControl.PerformAutoScale() , ContainerControl.RescaleConstantsForDpi(int, int) ,
ContainerControl.Validate() ☑ , ContainerControl.Validate(bool) ☑ ,
ContainerControl.AutoScaleDimensions ☑, ContainerControl.AutoScaleFactor ☑,
ContainerControl.AutoScaleMode de , ContainerControl.BindingContext de ,
ContainerControl.CurrentAutoScaleDimensions , ContainerControl.ParentForm ,
<u>ScrollableControl.ScrollStateAutoScrolling</u> documents, <u>ScrollableControl.ScrollStateHScrollVisible</u> documents, <u>scrollableControl.ScrollStateHScrollVisible</u> documents, <u>scrollableControl.ScrollStateHScrollVisible</u> documents, <u>scrollableControl.ScrollStateHScrollVisible</u> documents, <u>scrollableControl.ScrollStateHScrollVisible</u> documents.
```

```
<u>ScrollableControl.ScrollStateVScrollVisible</u> ✓, <u>ScrollableControl.ScrollStateUserHasScrolled</u> ✓,
ScrollableControl.ScrollStateFullDragg, ScrollableControl.GetScrollState(int)g,
ScrollableControl.OnMouseWheel(MouseEventArgs) ,
<u>ScrollableControl.OnRightToLeftChanged(EventArgs)</u>

☑ ,
<u>ScrollableControl.OnPaintBackground(PaintEventArgs)</u> // ,
ScrollableControl.OnPaddingChanged(EventArgs) , ScrollableControl.SetDisplayRectLocation(int, int) ,
<u>ScrollableControl.ScrollControlIntoView(Control)</u> dots, <u>ScrollableControl.ScrollToControl(Control)</u> dots, <u>ScrollableControl(ScrollToControl)</u> dots, <u>ScrollableControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToContr</u>
<u>ScrollableControl.OnScroll(ScrollEventArgs)</u> , <u>ScrollableControl.SetAutoScrollMargin(int, int)</u> ,
ScrollableControl.SetScrollState(int, bool) , ScrollableControl.AutoScrollMargin ,
ScrollableControl.AutoScrollPosition

, ScrollableControl.AutoScrollMinSize
,
<u>ScrollableControl.DisplayRectangle</u> , <u>ScrollableControl.HScroll</u> , <u>ScrollableControl.HorizontalScroll</u> ,
Control.GetAccessibilityObjectByld(int) , Control.SetAutoSizeMode(AutoSizeMode) ,
Control.GetAutoSizeMode() ♂, Control.GetPreferredSize(Size) ♂,
Control.AccessibilityNotifyClients(AccessibleEvents, int) <a>□</a> ,
Control.AccessibilityNotifyClients(AccessibleEvents, int, int) , Control.BeginInvoke(Delegate) ,
<u>Control.BeginInvoke(Action)</u> ♂, <u>Control.BeginInvoke(Delegate, params object[])</u> ♂,
<u>Control.BringToFront()</u> ☑ , <u>Control.Contains(Control)</u> ☑ , <u>Control.CreateGraphics()</u> ☑ ,
Control.CreateControl() ☑ , Control.DestroyHandle() ☑ , Control.DoDragDrop(object, DragDropEffects) ☑ ,
Control.DoDragDrop(object, DragDropEffects, Bitmap, Point, bool) ,
Control.DrawToBitmap(Bitmap, Rectangle) ♂, Control.EndInvoke(IAsyncResult) ♂, Control.FindForm() ♂,
Control.GetTopLevel() de , Control.RaiseKeyEvent(object, KeyEventArgs) de ,
Control.RaiseMouseEvent(object, MouseEventArgs) de , Control.Focus() de ,
Control.FromChildHandle(nint) □ , Control.FromHandle(nint) □ ,
Control.GetChildAtPoint(Point, GetChildAtPointSkip) d., Control.GetChildAtPoint(Point) d.,
<u>Control.GetContainerControl()</u> □ , <u>Control.GetNextControl(Control, bool)</u> □ ,
Control.GetStyle(ControlStyles) ☑, Control.Hide() ☑, Control.InitLayout() ☑, Control.Invalidate(Region) ☑,
Control.Invalidate(Region, bool) ☑, Control.Invalidate() ☑, Control.Invalidate(bool) ☑,
Control.Invalidate(Rectangle) ☑ , Control.Invalidate(Rectangle, bool) ☑ , Control.Invoke(Action) ☑ ,
Control.Invoke(Delegate) ☑ , Control.Invoke(Delegate, params object[]) ☑ ,
Control.Invoke<T>(Func<T>)♂, Control.InvokePaint(Control, PaintEventArgs)♂,
Control.InvokePaintBackground(Control, PaintEventArgs) ☐, Control.IsKeyLocked(Keys) ☐,
Control.IsInputChar(char) ♂, Control.IsInputKey(Keys) ♂, Control.IsMnemonic(char, string) ♂,
<u>Control.LogicalToDeviceUnits(int)</u> , <u>Control.LogicalToDeviceUnits(Size)</u> ,
Control.ScaleBitmapLogicalToDevice(ref Bitmap) . Control.NotifyInvalidate(Rectangle) . ,
Control.InvokeOnClick(Control, EventArgs) ☑, Control.OnAutoSizeChanged(EventArgs) ☑,
<u>Control.OnBackColorChanged(EventArgs)</u> doi: 1. <u>Control.OnBindingContextChanged(EventArgs)</u> doi: 1. Control.OnBindingContextChanged(EventArgs) doi: 1. Control.OnBindChanged(EventArgs) doi: 1. Control.OnB
<u>Control.OnCausesValidationChanged(EventArgs)</u> , <u>Control.OnContextMenuStripChanged(EventArgs)</u>, ,
<u>Control.OnCursorChanged(EventArgs)</u> doi: 1. <u>Control.OnDataContextChanged(EventArgs)</u> doi: 1. 
Control.OnDockChanged(EventArgs) ♂, Control.OnForeColorChanged(EventArgs) ♂,
```

```
<u>Control.OnNotifyMessage(Message)</u> ♂, <u>Control.OnParentBackColorChanged(EventArgs)</u> ♂,
Control.OnParentBackgroundImageChanged(EventArgs) □,
Control.OnParentBindingContextChanged(EventArgs) ☑, Control.OnParentCursorChanged(EventArgs) ☑,
<u>Control.OnParentFontChanged(EventArgs)</u> ✓ , <u>Control.OnParentForeColorChanged(EventArgs)</u> ✓ ,
Control.OnParentRightToLeftChanged(EventArgs) ≥ , Control.OnParentVisibleChanged(EventArgs) ≥ ,
<u>Control.OnPrint(PaintEventArgs)</u> ✓, <u>Control.OnTabIndexChanged(EventArgs)</u> ✓,
Control.OnTabStopChanged(EventArgs) ♂, Control.OnClick(EventArgs) ♂,
Control.OnClientSizeChanged(EventArgs) ♂, Control.OnControlAdded(ControlEventArgs) ♂,
<u>Control.OnControlRemoved(ControlEventArgs)</u> ♂, <u>Control.OnLocationChanged(EventArgs)</u> ♂,
<u>Control.OnDoubleClick(EventArgs)</u> ♂, <u>Control.OnDragEnter(DragEventArgs)</u> ♂,
<u>Control.OnDragOver(DragEventArgs)</u> ♂, <u>Control.OnDragLeave(EventArgs)</u> ♂,
Control.OnDragDrop(DragEventArgs) , Control.OnGiveFeedback(GiveFeedbackEventArgs) ,
Control.InvokeGotFocus(Control, EventArgs) ♂, Control.OnHelpRequested(HelpEventArgs) ♂,
<u>Control.OnInvalidated(InvalidateEventArgs)</u> documentary documentary described in the control of the control o
<u>Control.OnKeyPress(KeyPressEventArgs)</u> ♂, <u>Control.OnKeyUp(KeyEventArgs)</u> ♂,
Control.OnLeave(EventArgs) ♂, Control.InvokeLostFocus(Control, EventArgs) ♂,
<u>Control.OnLostFocus(EventArgs)</u> ✓, <u>Control.OnMarginChanged(EventArgs)</u> ✓,
<u>Control.OnMouseDoubleClick(MouseEventArgs)</u> doubleClick(MouseEventArgs) doubleClick(
Control.OnMouseCaptureChanged(EventArgs) ☑, Control.OnMouseDown(MouseEventArgs) ☑,
Control.OnMouseEnter(EventArgs) ☑, Control.OnMouseLeave(EventArgs) ☑,
<u>Control.OnDpiChangedBeforeParent(EventArgs)</u>  , <u>Control.OnDpiChangedAfterParent(EventArgs)</u>  , ,
<u>Control.OnMouseHover(EventArgs)</u> ☑, <u>Control.OnMouseMove(MouseEventArgs)</u> ☑,
Control.OnMouseUp(MouseEventArgs) ≥ ,
<u>Control.OnQueryContinueDrag(QueryContinueDragEventArgs)</u> 

✓ ,
Control.OnRegionChanged(EventArgs) ☑, Control.OnPreviewKeyDown(PreviewKeyDownEventArgs) ☑,
<u>Control.OnSizeChanged(EventArgs)</u> ✓, <u>Control.OnChangeUICues(UICuesEventArgs)</u> ✓,
Control.OnSystemColorsChanged(EventArgs) □, Control.OnValidating(CancelEventArgs) □,
Control.OnValidated(EventArgs) ☑, Control.PerformLayout() ☑, Control.PerformLayout(Control, string) ☑,
<u>Control.PointToClient(Point)</u> ♂, <u>Control.PointToScreen(Point)</u> ♂,
Control.PreProcessMessage(ref Message) □ , Control.PreProcessControlMessage(ref Message) □ ,
<u>Control.ProcessKeyEventArgs(ref Message)</u>  , <u>Control.ProcessKeyMessage(ref Message)</u>  , ,
Control.RaiseDragEvent(object, DragEventArgs) ♂, Control.RaisePaintEvent(object, PaintEventArgs) ♂,
<u>Control.RecreateHandle()</u> □ , <u>Control.RectangleToClient(Rectangle)</u> □ ,
Control.RectangleToScreen(Rectangle) □ , Control.ReflectMessage(nint, ref Message) □ ,
<u>Control.Refresh()</u> ♂, <u>Control.ResetMouseEventArgs()</u> ♂, <u>Control.ResetText()</u> ♂, <u>Control.ResumeLayout()</u> ♂,
<u>Control.ResumeLayout(bool)</u> do , <u>Control.Scale(SizeF)</u> do , <u>Control.Select()</u> do ,
Control.SelectNextControl(Control, bool, bool, bool, bool, bool) 

☐ , Control.SendToBack() ☐ ,
Control.SizeFromClientSize(Size) ☑, Control.SetStyle(ControlStyles, bool) ☑, Control.SetTopLevel(bool) ☑,
```

```
<u>Control.RtlTranslateAlignment(HorizontalAlignment)</u> ,
Control.RtlTranslateAlignment(LeftRightAlignment) d ,
Control.RtlTranslateAlignment(ContentAlignment) d ,
<u>Control.RtlTranslateHorizontal(HorizontalAlignment)</u> ,
<u>Control.RtlTranslateLeftRight(LeftRightAlignment)</u> ♂, <u>Control.RtlTranslateContent(ContentAlignment)</u> ♂,
Control.Show() ☑ , Control.SuspendLayout() ☑ , Control.Update() ☑ , Control.UpdateBounds() ☑ ,
Control.UpdateBounds(int, int, int, int, int) do , Control.UpdateBounds(int, int, int, int, int, int) do ,
<u>Control.UpdateZOrder()</u> ☑ , <u>Control.UpdateStyles()</u> ☑ , <u>Control.OnImeModeChanged(EventArgs)</u> ☑ ,
Control.AccessibilityObject dotd, Control.AccessibleDefaultActionDescription dotd,
Control.AccessibleDescription ☑, Control.AccessibleName ☑, Control.AccessibleRole ☑,
Control.AllowDrop do , Control.Anchor do , Control.AutoScrollOffset do , Control.LayoutEngine do ,
Control.DataContext darkground lmage darkground lmage layout darkground lmageLayout darkground lmageLayout darkground lmageLayout darkground lmageLayout darkground lmage layout darkground layout darkgrou
Control.Bottom☑, Control.Bounds☑, Control.CanFocus☑, Control.CanRaiseEvents☑,
Control.CanSelect ♂, Control.Capture ♂, Control.Causes Validation ♂,
Control.CheckForIllegalCrossThreadCalls dots, Control.ClientRectangle dots, Control.CompanyName dots,
Control.ContainsFocus description , Control.ContextMenuStrip description , Controls description , Control.Created description , Control Controls description , Control Control Control Control description , Control 
Control.Cursor dark , Control.DataBindings dark , Control.DefaultBackColor dark , Control.DefaultCursor dark ,
Control.DefaultFont defaultForeColor defaultForeColor defaultMargin defaultMargin defaultMargin defaultForeColor defaultFore
Control.DefaultMaximumSize day, Control.DefaultMinimumSize day, Control.DefaultPadding day,
Control.DeviceDpi

□ , Control.IsDisposed

□ , Control.Disposing

□ , Control.Dock

□ ,
Control.DoubleBuffered ☑, Control.Enabled ☑, Control.Focused ☑, Control.Font ☑,
Control.FontHeight ♂, Control.ForeColor ♂, Control.Handle ♂, Control.HasChildren ♂, Control.Height ♂,
Control.IsHandleCreated ☑, Control.InvokeRequired ☑, Control.IsAccessible ☑,
Control.lsAncestorSiteInDesignMode ♂, Control.lsMirrored ♂, Control.Left ♂, Control.Margin ♂,
Control.ModifierKeys ♂, Control.MouseButtons ♂, Control.MousePosition ♂, Control.Name ♂,
Control.Parent ☑, Control.ProductName ☑, Control.ProductVersion ☑, Control.RecreatingHandle ☑,
Control.Region ☑, Control.RenderRightToLeft ☑, Control.ResizeRedraw ☑, Control.Right ☑,
Control.RightToLeft , Control.ScaleChildren , Control.Site , Control.TabIndex , Control.TabStop ,
Control.Tag ☑ , Control.Top ☑ , Control.Top LevelControl ☑ , Control.ShowKeyboardCues ☑ ,
Control.ShowFocusCues day, Control.UseWaitCursor day, Control.Visible day, Control.Width day,
Control.PreferredSize ♂, Control.Padding ♂, Control.ImeMode ♂, Control.ImeModeBase ♂,
Control.PropagatingImeMode ☑, Control.BackColorChanged ☑, Control.BackgroundImageChanged ☑,
Control.BackgroundImageLayoutChanged ☑, Control.BindingContextChanged ☑,
Control.ContextMenuStripChanged ♂, Control.CursorChanged ♂, Control.DockChanged ♂,
Control.EnabledChanged ♂, Control.FontChanged ♂, Control.ForeColorChanged ♂,
Control.LocationChanged ☑, Control.MarginChanged ☑, Control.RegionChanged ☑,
Control.RightToLeftChanged ☑, Control.SizeChanged ☑, Control.TabIndexChanged ☑,
Control.TabStopChanged ☑, Control.TextChanged ☑, Control.VisibleChanged ☑, Control.Click ☑,
Control.ControlAdded do , Control.ControlRemoved do , Control.DataContextChanged do ,
```

```
<u>Control.DragDrop</u> do , <u>Control.DragEnter</u> do , <u>Control.DragDrop</u> do , <u>Control.DragLeave</u> do ,
Control.GiveFeedback do , Control.HandleCreated do , Control.HandleDestroyed do ,
Control. HelpRequested ☑, Control. Invalidated ☑, Control. Padding Changed ☑, Control. Paint ☑,
Control.QueryContinueDrag ☑ , Control.QueryAccessibilityHelp ☑ , Control.DoubleClick ☑ ,
Control.Enter dotal , Control.GotFocus dotal , Control.KeyDown dotal , Control.KeyPress dotal , Control.KeyUp dotal , Control.KeyUp
Control.Layout do , Control.Leave do , Control.LostFocus do , Control.MouseClick do ,
Control.MouseDoubleClick do , Control.MouseCaptureChanged do , Control.MouseDown do ,
Control.MouseEnter d , Control.MouseLeave d , Control.DpiChangedBeforeParent d ,
Control.DpiChangedAfterParent ☑, Control.MouseHover ☑, Control.MouseMove ☑, Control.MouseUp ☑,
Control.MouseWheel ☑, Control.Move ☑, Control.PreviewKeyDown ☑, Control.Resize ☑,
Control.ChangeUlCues ☑, Control.StyleChanged ☑, Control.SystemColorsChanged ☑,
Control. Validating ☑ , Control. Validated ☑ , Control. ParentChanged ☑ , Control. ImeModeChanged ☑ ,
Component.Dispose() ♂, Component.GetService(Type) ♂, Component.Container ♂,
Component.DesignMode doda , Component.Events doda , Component.Disposed doda ,
<u>MarshalByRefObject.GetLifetimeService()</u> □ , <u>MarshalByRefObject.InitializeLifetimeService()</u> □ ,
MarshalByRefObject.MemberwiseClone(bool) ♂, object.Equals(object) ♂, object.Equals(object, object, object) ♂,
object.GetHashCode() ♂, object.GetType() ♂, object.MemberwiseClone() ♂,
object.ReferenceEquals(object, object). □
```

## Constructors

## Form1()

// Sets up Form1, creates canvas, command factory, program, and parser for processing commands.

```
public Form1()
```

## **Methods**

## Dispose(bool)

Clean up any resources being used.

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

### **Parameters**

## disposing <u>bool</u>♂

true if managed resources should be disposed; otherwise, false.