

Console Screen

Classes

Screen

Interfaces

Frame

- **w**: *number*
- **h**: *number*

Pixel

- **c**: *string*
- **x**: *number*
- **y**: *number*

Methods

- **setFrameSize**
 - **Arguments**
 - [Frame](#)
 - **Returns**
 - [Frame](#)
- **getFrameSize**
 - **Returns**
 - [Frame](#)
- **clear**
- **print**
- **write**
 - **Arguments**
 - [Pixel](#)
- **getFrameBufferAsText**
 - **Returns**
 - **string**

Canvas

PixelCanvas

FrameCanvas

FrameCanvas extends from [Frame](#) interface.

- **c**: *string*

PixelCanvas

- **x**: *number*
- **y**: *number*

Shape

- **x**: *number*
- **y**: *number*
- **w**: *number*
- **h**: *number*

Methods

Canvas class extends from [Screen](#) class.

- **write**
 - **Arguments**
 - [pixel](#)
- **drawRect**
 - **Arguments**
 - [shape](#)
- **setFrameSize**
 - **Arguments**
 - [frame](#)
- **getFrameSize**
 - **Returns**
 - [frame](#)
- **getCharacter**
 - **Returns**
 - **string**
- **setCharacter**
 - **Arguments**
 - **string**