Introduction

Go to the API to check all the methods and use cases.

Namespace Medium_Scale_Software_Engineering_Project

Classes

[AppCanvas](#)

Represents a drawable canvas that supports basic drawing operations such as lines, shapes, and text.

[AppCommandFactory](#)

Implement CommandFactory with support for all BOOSE commands

[Form1](#)

[MethodDefinition](#)

Represents a method definition

[MyCircle](#)

MyCircle command - draws a circle with given radius, optionally filled.

[MyClear](#)

MyClear command - clears the canvas.

[MyDrawTo](#)

DrawTo command - draws a line from current position to specified (x,y) coordinates.

[MyForCommand](#)

MyForCommand class - represents a custom 'for' command.

[MyIfCommand](#)

Implements the IF command with support for else and nested if statements

[MyIntCommand](#)

Implements the INT variable declaration and assignment command

[MyMoveTo](#)

MyMoveTo command - moves the current position to specified (x,y) coordinates without drawing.

[MyPen](#)

Pen command - sets the drawing pen color using RGB values.

[MyRect](#)

MyRect command - draws a rectangle with specified width and height, optionally filled.

[MyReset](#)

MyReset command - resets the canvas and clears stored commands.

[MyTri](#)

MyTri command - draws a triangle with specified width and height.

[MyWhileCommand](#)

Implements the WHILE loop command

[MyWrite](#)

myWrite command - writes text on the canvas at the current pen position.

[Program](#)

[UnknownCommand](#)

Command that does nothing for unknown commands Prevents exceptions during parsing

[VariableStore](#)

Singleton class that replaces BOOSE internal variable handling for Int, Real, Array, and Method types with unlimited capacity.

Interfaces

[IVariableStore](#)

Abstraction for variable storage and evaluation. Implemented by VariableStore.