# Namespace ASE\_Assignment

# Classes

### **DrawingSurface**

DrawingSurface is an implemntation of the ICanvas interface.

#### **PaintForm**

Paintform MSWindows form for interacting with BOOSE

# Class DrawingSurface

Namespace: <u>ASE Assignment</u>
Assembly: ASE Assignment.dll

DrawingSurface is an implemntation of the ICanvas interface.

```
public class DrawingSurface : ICanvas
```

#### Inheritance

<u>object</u> < Drawing Surface

#### **Implements**

**ICanvas** 

#### **Inherited Members**

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

### **Constructors**

# DrawingSurface(int, int)

Constructor method for DrawingSurface.

```
public DrawingSurface(int Width, int Height)
```

#### **Parameters**

Width int □

Pixel width of DrawingSurface

Height <u>int</u>♂

Pixel height of DrawingSurface

# **Properties**

# Canvas\_Height

```
Pixel height of Canvas
```

```
public int Canvas_Height { get; set; }
```

# Property Value

<u>int</u>♂

# Canvas\_Width

Pixel width of Canvas

```
public int Canvas_Width { get; set; }
```

# Property Value

<u>int</u>♂

### PenColour

Current Colour of the Pen

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

## Property Value

<u>object</u> ♂

### PenSize

Pixel radius of pen.

```
public int PenSize { get; set; }
```

### Property Value

<u>int</u>♂

# **Xpos**

Horizontal positon of the Pen

```
public int Xpos { get; set; }
```

Property Value

<u>int</u>♂

# Ypos

Vertical position of the Pen

```
public int Ypos { get; set; }
```

Property Value

<u>int</u>♂

## **Methods**

# Circle(int, bool)

Draws a circle from the pen's current position, with the specified radius.

```
public void Circle(int radius, bool filled)
```

### Parameters

```
radius <u>int</u>♂
```

The radius of the circle, in pixels.

#### filled <u>bool</u>♂

True to draw a filled circle; false to draw only the outline.

### Examples

Example 1:

```
circle 50, true
```

Creates a filled circle with a diameter of 100 pixels.

Example 2:

```
circle 100, false
```

Creates an outlined circle with a diameter of 200 pixels and an edge width matching the pen's width.

# Clear()

Returns the DrawingSurface to its original color, removing all drawings.

```
public void Clear()
```

## DrawTo(int, int)

Draws a line from current pen position to desired pen position. Updates pen position when finished.

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

### **Parameters**

x int♂

Desired final X position of pen

y <u>int</u>♂

### Examples

#### **Example 1**

drawto 100,100

Will draw a line to position 100,100 and update Xpos and Ypos All new drawing will be done with the pen from this position unless moved.

#### **Example 2**

drawto 100000,100000

Anything beyond bounds will result in an error message.

### Exceptions

CanvasException

#### **Drawing beyond Drawing Canvas boundaries**

Check Canvas Width and Canvas Height.

# MoveTo(int, int)

Moves the pen from current position to specified one.

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

#### **Parameters**

x int♂

Desired X position of pen

y <u>int</u>♂

Desired Y position of pen

### Examples

moveto 100,100

Updates the pen's position to **Xpos** and **Ypos** to 100 respectively.

### Exceptions

#### CanvasException

#### Attempt to move pen out of bounds

Check Canvas Width and Canvas Height.

# Rect(int, int, bool)

Draws a rectangle.

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

#### **Parameters**

#### width <u>int</u>♂

Pixel width of rectangle

```
height <u>int</u>♂
```

Pixel height of rectangle

#### filled <u>bool</u>♂

Determines if the rectangle is filled or not.

# Reset()

#### Reset the pen's attributes.

```
Position: (0,0)
Width: 4 pixels
Color: Red
```

```
public void Reset()
```

# Set(int, int)

Establishes the Canvas and Bitmap size.

Width/Height must match drawing area size.

```
public void Set(int width, int height)

Parameters

width int

Pixel width of Canvas + Bitmap

height int

### Pixel width of Canvas + Bitmap
```

# SetColour(int, int, int)

Pixel height of Canvas + Bitmap

Set the pen's colour using RGB values

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

#### **Parameters**

red <u>int</u>♂

**RGB** Red Value

green int♂

**RGB Blue Value** 

**RGB** Green Value

### Exceptions

CanvasException

#### **RGB Value out of range**

Exceeds 255 or is Below 0

# Tri(int, int)

Draws a triangle from pen postion in the order:

```
East -> North West -> South West
```

Only capable of Equilateral or Isosceles triangles.

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

#### **Parameters**

```
width <u>int</u>♂
```

Pixel width of the base of the triangle.

```
height <u>int</u>♂
```

Pixel height from base to highest point.

# WriteText(string)

Draws text at pen's position. Doesn't update pen position.

Font: Arial Size: 10

```
public void WriteText(string text)
```

### Parameters

```
text <u>string</u> ☑
```

Desired text to be output.

# getBitmap()

Returns the Canvas' bitmap in its current state.

```
public object getBitmap()
```

# Returns

### <u>object</u>♂

Bitmap CanvasBitmap

### Class PaintForm

Namespace: <u>ASE Assignment</u>
Assembly: ASE Assignment.dll

Paintform MSWindows form for interacting with BOOSE

```
public class PaintForm : Form, IDropTarget, ISynchronizeInvoke, IWin32Window,
IBindableComponent, IComponent, IDisposable, IContainerControl
```

#### Inheritance

<u>object</u> ← <u>MarshalByRefObject</u> ← <u>Component</u> ← <u>Control</u> ← <u>ScrollableControl</u> ← <u>ContainerControl</u> ← <u>Form</u> ← <u>PaintForm</u>

#### **Implements**

<u>IDropTarget</u> ☑, <u>ISynchronizeInvoke</u> ☑, <u>IWin32Window</u> ☑, <u>IBindableComponent</u> ☑, <u>IComponent</u> ☑, <u>IDisposable</u> ☑, <u>IContainerControl</u> ☑

#### **Inherited Members**

```
Form.SetVisibleCore(bool) ☑ , Form.Activate() ☑ , Form.ActivateMdiChild(Form) ☑ ,
Form.AddOwnedForm(Form) . Form.AdjustFormScrollbars(bool) . Form.Close() . ,
<u>Form.DefWndProc(ref Message)</u> ☑ , <u>Form.ProcessMnemonic(char)</u> ☑ , <u>Form.CenterToParent()</u> ☑ ,
Form.CenterToScreen() d , Form.LayoutMdi(MdiLayout) d , Form.OnActivated(EventArgs) d ,
<u>Form.OnBackgroundImageLayoutChanged(EventArgs)</u> 

☑ , <u>Form.OnClosing(CancelEventArgs)</u> 
☑ ,
Form.OnClosed(EventArgs) <a>™</a> , Form.OnFormClosing(FormClosingEventArgs) <a>™</a> ,
<u>Form.OnFormClosed(FormClosedEventArgs)</u> 

☑ , <u>Form.OnCreateControl()</u> 
☑ ,
Form.OnDeactivate(EventArgs) ☑ , Form.OnEnabledChanged(EventArgs) ☑ , Form.OnEnter(EventArgs) ☑ ,
<u>Form.OnFontChanged(EventArgs)</u> □ , <u>Form.OnGotFocus(EventArgs)</u> □ ,
Form.OnHandleCreated(EventArgs) ☑, Form.OnHandleDestroyed(EventArgs) ☑,
Form.OnHelpButtonClicked(CancelEventArgs) d, Form.OnLayout(LayoutEventArgs) d,
Form.OnLoad(EventArgs) ☑ , Form.OnMaximizedBoundsChanged(EventArgs) ☑ ,
Form.OnMaximumSizeChanged(EventArgs) , Form.OnMinimumSizeChanged(EventArgs) ,
Form.OnInputLanguageChanged(InputLanguageChangedEventArgs) ,
Form.OnInputLanguageChanging(InputLanguageChangingEventArgs) ,
<u>Form.OnVisibleChanged(EventArgs)</u> □ , <u>Form.OnMdiChildActivate(EventArgs)</u> □ ,
Form.OnMenuStart(EventArgs) , Form.OnMenuComplete(EventArgs) ,
<u>Form.OnPaint(PaintEventArgs)</u>  

✓ , <u>Form.OnResize(EventArgs)</u>  
✓ ,
```

Form.OnDpiChanged(DpiChangedEventArgs) , Form.OnGetDpiScaledSize(int, int, ref Size) ,

```
<u>Form.OnRightToLeftLayoutChanged(EventArgs)</u> ∠, <u>Form.OnShown(EventArgs)</u> ∠,
Form.OnTextChanged(EventArgs) , Form.ProcessCmdKey(ref Message, Keys) ,
Form.ProcessDialogKey(Keys) , Form.ProcessDialogChar(char) , ,
<u>Form.RemoveOwnedForm(Form)</u> □, <u>Form.Select(bool, bool)</u> □,
Form.ScaleMinMaxSize(float, float, bool) ≥ ,
Form.GetScaledBounds(Rectangle, SizeF, 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() ,
<u>Form.OnResizeBegin(EventArgs)</u> ♂, <u>Form.OnResizeEnd(EventArgs)</u> ♂,
Form.OnStyleChanged(EventArgs) , Form.ValidateChildren() ,
Form.ValidateChildren(ValidationConstraints) ☑ , Form.WndProc(ref Message) ☑ , Form.AcceptButton ☑ ,
Form.ActiveForm d, Form.ActiveMdiChild d, Form.AllowTransparency d, Form.AutoScroll d,
Form.AutoSize ♂, Form.AutoSizeMode ♂, Form.AutoValidate ♂, Form.BackColor ♂,
Form.FormBorderStyled, Form.CancelButtond, Form.ClientSized, Form.ControlBoxd,
Form.CreateParams☑, Form.DefaultImeMode☑, Form.DefaultSize☑, Form.DesktopBounds☑,
Form.DesktopLocation , Form.DialogResult , Form.HelpButton , Form.Icon , Form.IsMdiChild ,
Form.IsMdiContainer ☑, Form.IsRestrictedWindow ☑, 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 d, Form.RestoreBounds d, Form.RightToLeftLayout d, Form.ShowInTaskbar d,
Form.Showlcong, Form.ShowWithoutActivationg, Form.Sizeg, Form.SizeGripStyleg,
Form.StartPosition ☑ , Form.Text ☑ , Form.TopLevel ☑ , Form.TopMost ☑ , Form.TransparencyKey ☑ ,
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) ,
<u>ContainerControl.OnMove(EventArgs)</u> ♂, <u>ContainerControl.OnParentChanged(EventArgs)</u> ♂,
ContainerControl.PerformAutoScale() ☑, ContainerControl.RescaleConstantsForDpi(int, int) ☑,
ContainerControl.Validate() ☑ , ContainerControl.Validate(bool) ☑ ,
ContainerControl.AutoScaleDimensions ☑, ContainerControl.AutoScaleFactor ☑,
ContainerControl.CanEnableImed, ContainerControl.ActiveControld,
ContainerControl.CurrentAutoScaleDimensions , ContainerControl.ParentForm ,
```

```
<u>ScrollableControl.ScrollStateAutoScrolling</u> , <u>ScrollableControl.ScrollStateHScrollVisible</u> ,
ScrollableControl.ScrollStateVScrollVisible , ScrollableControl.ScrollStateUserHasScrolled ,
ScrollableControl.ScrollStateFullDragg, ScrollableControl.GetScrollState(int)g,
ScrollableControl.OnMouseWheel(MouseEventArgs) ☑,
<u>ScrollableControl.OnRightToLeftChanged(EventArgs)</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>
ScrollableControl.OnScroll(ScrollEventArgs) , ScrollableControl.SetAutoScrollMargin(int, int) ,
ScrollableControl.SetScrollState(int, bool) , ScrollableControl.AutoScrollMargin ,
ScrollableControl.AutoScrollPosition , ScrollableControl.AutoScrollMinSize ,
<u>ScrollableControl.DisplayRectangle</u> do , <u>ScrollableControl.HScroll</u> do , <u>ScrollableControl.HorizontalScroll</u> do ,
ScrollableControl.VScrolld, ScrollableControl.VerticalScrolld, ScrollableControl.Scrolld,
<u>Control.GetAccessibilityObjectById(int)</u> , <u>Control.SetAutoSizeMode(AutoSizeMode)</u> , ,
<u>Control.GetAutoSizeMode()</u> □ , <u>Control.GetPreferredSize(Size)</u> □ ,
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() ☑ , Control.RaiseKeyEvent(object, KeyEventArgs) ☑ ,
Control.RaiseMouseEvent(object, MouseEventArgs) ≥ , Control.Focus() ≥ ,
<u>Control.FromChildHandle(nint)</u> ♂, <u>Control.FromHandle(nint)</u> ♂,
<u>Control.GetChildAtPoint(Point, GetChildAtPointSkip)</u> ♂, <u>Control.GetChildAtPoint(Point)</u> ♂,
<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[]) ☑ ,
<u>Control.Invoke<T>(Func<T>)</u> ♂, <u>Control.InvokePaint(Control, PaintEventArgs)</u> ♂,
Control.InvokePaintBackground(Control, PaintEventArgs) 

☐ , Control.IsKeyLocked(Keys) 
☐ ,
<u>Control.IsInputChar(char)</u> doi: 10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1001/10.1
Control.LogicalToDeviceUnits(int) □ , Control.LogicalToDeviceUnits(Size) □ ,
Control.ScaleBitmapLogicalToDevice(ref Bitmap) \( \text{\texts} \) , Control.NotifyInvalidate(Rectangle) \( \text{\texts} \) ,
Control.InvokeOnClick(Control, EventArgs) degree , Control.OnAutoSizeChanged(EventArgs) degree ,
<u>Control.OnBackColorChanged(EventArgs)</u> ∠ , <u>Control.OnBindingContextChanged(EventArgs)</u> ∠ ,
<u>Control.OnCausesValidationChanged(EventArgs)</u> , <u>Control.OnContextMenuStripChanged(EventArgs)</u>, ,
<u>Control.OnCursorChanged(EventArgs)</u> doi: 1. , <u>Control.OnDataContextChanged(EventArgs)</u> doi: 1. , <u>Control.OnDataContext</u>
```

```
<u>Control.OnDockChanged(EventArgs)</u> ✓, <u>Control.OnForeColorChanged(EventArgs)</u> ✓,
Control.OnNotifyMessage(Message) ☑, Control.OnParentBackColorChanged(EventArgs) ☑,
Control.OnParentBackgroundImageChanged(EventArgs) ☑,
<u>Control.OnParentBindingContextChanged(EventArgs)</u> ♂, <u>Control.OnParentCursorChanged(EventArgs)</u> ♂,
Control.OnParentFontChanged(EventArgs) ☑, Control.OnParentForeColorChanged(EventArgs) ☑,
<u>Control.OnParentRightToLeftChanged(EventArgs)</u> ✓, <u>Control.OnParentVisibleChanged(EventArgs)</u> ✓,
<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> ✓,
\underline{Control.OnDoubleClick(\underline{EventArgs})} \, \underline{r} \,\, , \, \underline{Control.OnDragEnter(\underline{DragEventArgs})} \, \underline{r} \,\, , \, \underline{Control.O
Control.OnDragOver(DragEventArgs) down, Control.OnDragLeave(EventArgs) down,
Control.OnDragDrop(DragEventArgs) ☑, Control.OnGiveFeedback(GiveFeedbackEventArgs) ☑,
Control.InvokeGotFocus(Control, EventArgs) ♂, Control.OnHelpRequested(HelpEventArgs) ♂,
<u>Control.OnInvalidated(InvalidateEventArgs)</u> 

✓ , <u>Control.OnKeyDown(KeyEventArgs)</u> 

✓ ,
Control.OnKeyPress(KeyPressEventArgs) ♂, Control.OnKeyUp(KeyEventArgs) ♂,
<u>Control.OnLeave(EventArgs)</u> ✓, <u>Control.InvokeLostFocus(Control, EventArgs)</u> ✓,
Control.OnLostFocus(EventArgs) ♂, Control.OnMarginChanged(EventArgs) ♂,
Control.OnMouseDoubleClick(MouseEventArgs) ☑, Control.OnMouseClick(MouseEventArgs) ☑,
Control.OnMouseCaptureChanged(EventArgs) ☑ , Control.OnMouseDown(MouseEventArgs) ☑ ,
<u>Control.OnMouseEnter(EventArgs)</u> ☑, <u>Control.OnMouseLeave(EventArgs)</u> ☑,
<u>Control.OnDpiChangedBeforeParent(EventArgs)</u> ✓, <u>Control.OnDpiChangedAfterParent(EventArgs)</u> ✓,
Control.OnMouseHover(EventArgs) ☑, Control.OnMouseMove(MouseEventArgs) ☑,
Control.OnMouseUp(MouseEventArgs) ≥ ,
<u>Control.OnQueryContinueDrag(QueryContinueDragEventArgs)</u> □,
Control.OnRegionChanged(EventArgs) ☑, Control.OnPreviewKeyDown(PreviewKeyDownEventArgs) ☑,
Control.OnSizeChanged(EventArgs) ♂, Control.OnChangeUlCues(UlCuesEventArgs) ♂,
<u>Control.OnSystemColorsChanged(EventArgs)</u> 

✓ , <u>Control.OnValidating(CancelEventArgs)</u> 

✓ ,
Control.OnValidated(EventArgs) ☑, Control.PerformLayout() ☑, Control.PerformLayout(Control, string) ☑,
Control.PointToClient(Point) ☑, Control.PointToScreen(Point) ☑,
<u>Control.PreProcessMessage(ref Message)</u> ♂, <u>Control.PreProcessControlMessage(ref Message)</u> ♂,
Control.ProcessKeyEventArgs(ref Message) down , Control.ProcessKeyMessage(ref Message) down ,
Control.RaiseDragEvent(object, DragEventArgs) ♂, Control.RaisePaintEvent(object, PaintEventArgs) ♂,
Control.RecreateHandle() □ , Control.RectangleToClient(Rectangle) □ ,
<u>Control.RectangleToScreen(Rectangle)</u> do , <u>Control.ReflectMessage(nint, ref Message)</u> do ,
<u>Control.Refresh()</u> ♂, <u>Control.ResetMouseEventArgs()</u> ♂, <u>Control.ResetText()</u> ♂, <u>Control.ResumeLayout()</u> ♂,
Control.ResumeLayout(bool) ☑, Control.Scale(SizeF) ☑, Control.Select() ☑,
Control.SelectNextControl(Control, bool, bool, bool, bool, bool) ☑, Control.SendToBack() ☑,
Control.SetBounds(int, int, int, int) ♂, Control.SetBounds(int, int, int, BoundsSpecified) ♂,
```

```
<u>Control.SizeFromClientSize(Size)</u> ✓ , <u>Control.SetStyle(ControlStyles, bool)</u> ✓ , <u>Control.SetTopLevel(bool)</u> ✓ ,
Control.RtlTranslateAlignment(LeftRightAlignment) d ,
<u>Control.RtlTranslateHorizontal(HorizontalAlignment)</u> ,
Control.RtlTranslateLeftRight(LeftRightAlignment) , Control.RtlTranslateContent(ContentAlignment) ,
Control.Show() ☑ , Control.SuspendLayout() ☑ , Control.Update() ☑ , Control.UpdateBounds() ☑ ,
Control.UpdateZOrder() ♂, Control.UpdateStyles() ♂, Control.OnImeModeChanged(EventArgs) ♂,
Control.AccessibilityObject ☑, Control.AccessibleDefaultActionDescription ☑,
Control.AccessibleDescription ☑, Control.AccessibleName ☑, Control.AccessibleRole ☑,
Control.AllowDrop ☑, Control.Anchor ☑, Control.AutoScrollOffset ☑, Control.LayoutEngine ☑,
Control.DataContext data, Control.BackgroundImage data, Control.BackgroundImageLayout data,
Control.Bottom☑, Control.Bounds☑, Control.CanFocus☑, Control.CanRaiseEvents☑,
Control.CanSelect do , Control.Capture do , Control.Causes Validation do ,
Control.CheckForIllegalCrossThreadCalls description, Control.ClientRectangle description, Control.CompanyName description, Control.CheckForIllegalCrossThreadCalls description, Control.ClientRectangle description, Control.CheckForIllegalCrossThreadCalls description, Control.ClientRectangle description, Control.CheckForIllegalCrossThreadCalls description, Control.ClientRectangle description, Control.CheckForIllegalCrossThreadCalls description, Control.CheckForIllegalCrossThreadCalls description, Control.CheckForIllegalCrossThreadCalls description, Control.CheckForIllegalCrossThreadCalls description, Control.CheckForIllegalCrossThreadCalls description, Control.CheckForIllegalCrossThreadCalls description, CheckForIllegalCrossThreadCalls description, CheckForIllegalCrossThreadCal
Control.ContainsFocus ♂, Control.ContextMenuStrip ♂, Control.Controls ♂, Control.Created ♂,
Control.Cursor dark , Control.DataBindings dark , Control.DefaultBackColor dark , Control.DefaultCursor dark ,
Control.DefaultFont domain , Control.DefaultForeColor domain , Control.DefaultMargin domain , Control.DefaultMargin domain , Control.DefaultMargin domain , Control.DefaultForeColor domain , Control domain , Co
Control.DefaultMaximumSized, Control.DefaultMinimumSized, Control.DefaultPaddingd,
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 ☑,
<u>Control.Parent</u> do , <u>Control.ProductName</u> do , <u>Control.ProductVersion</u> do , <u>Control.RecreatingHandle</u> do ,
Control.Region ♂, Control.RenderRightToLeft ♂, Control.ResizeRedraw ♂, Control.Right ♂,
Control.RightToLeft ♂, Control.ScaleChildren ♂, Control.Site ♂, Control.TabIndex ♂, Control.TabStop ♂,
Control.Tag ☑ , Control.Top ☑ , Control.TopLevelControl ☑ , 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.CausesValidationChanged ☑, Control.ClientSizeChanged ☑,
Control.ContextMenuStripChanged domain , Control.CursorChanged domain , Control.DockChanged domain , Control.CursorChanged domain , Control.DockChanged domain , Control.CursorChanged do
Control.EnabledChanged dorum , Control.FontChanged dorum , Control.ForeColorChanged dorum ,
Control.LocationChanged ☑, Control.MarginChanged ☑, Control.RegionChanged ☑,
Control.RightToLeftChanged ☑, Control.SizeChanged ☑, Control.TabIndexChanged ☑,
Control.TabStopChanged ☑, Control.TextChanged ☑, Control.VisibleChanged ☑, Control.Click ☑,
```

```
<u>Control.ControlAdded</u> ☑ , <u>Control.ControlRemoved</u> ☑ , <u>Control.DataContextChanged</u> ☑ ,
Control.DragDrop , Control.DragEnter , Control.DragOver , Control.DragLeave ,
Control.GiveFeedback do , Control.HandleCreated do , Control.HandleDestroyed do ,
Control.HelpRequested ☑, Control.Invalidated ☑, Control.PaddingChanged ☑, Control.Paint ☑,
Control.QueryContinueDrag ☑, Control.QueryAccessibilityHelp ☑, Control.DoubleClick ☑,
Control.Enter day, Control.GotFocus day, Control.KeyDown day, Control.KeyPress day, Control.KeyUp day,
Control.Layout dots, Control.Leave dots, Control.LostFocus dots, Control.MouseClick dots, Control.LostFocus dots, Control.Los
Control.MouseDoubleClick day, Control.MouseCaptureChanged day, Control.MouseDown day,
Control.MouseEnter ♂, Control.MouseLeave ♂, Control.DpiChangedBeforeParent ♂,
Control.DpiChangedAfterParent ☑, Control.MouseHover ☑, Control.MouseMove ☑, Control.MouseUp ☑,
Control.MouseWheel ☑, Control.Move ☑, Control.PreviewKeyDown ☑, Control.Resize ☑,
Control. Validating ☑, Control. Validated ☑, Control. ParentChanged ☑, Control. ImeModeChanged ☑,
<u>Component.Dispose()</u> ¬, <u>Component.GetService(Type)</u> ¬, <u>Component.Container</u> ¬,
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) ♂,
<u>object.GetHashCode()</u> □ , <u>object.GetType()</u> □ , <u>object.MemberwiseClone()</u> □ ,
object.ReferenceEquals(object, object). □
```

### Constructors

### PaintForm()

Constructor for PaintForm

public PaintForm()

## **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.