# Namespace ASE\_Reassessment

## Classes

#### <u>AppCanvas</u>

class for my canvas which will be drawn on, extending the Icanvas interface

Form1

# Class AppCanvas

```
Namespace: <u>ASE Reassessment</u>
Assembly: ASE Reassessment.dll
```

class for my canvas which will be drawn on, extending the Icanvas interface

```
public class AppCanvas : ICanvas
```

#### Inheritance

<u>object</u> 

✓ AppCanvas

#### **Implements**

**ICanvas** 

#### **Inherited Members**

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \underline{object.ToS$ 

#### **Constructors**

## AppCanvas()

Initializes a new instance of the AppCanvas class.

```
public AppCanvas()
```

## **Properties**

#### Pen

```
public Pen Pen { get; }
```

#### Property Value

Pen♂

## PenColour

Gets or sets the color of the pen.

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

Property Value

## Xpos

Gets or sets the x-coordinate position of the pen.

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

Property Value

int♂

## Ypos

Gets or sets the y-coordinate position of the pen.

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

Property Value

<u>int</u>♂

## Methods

Circle(int, bool)

Draws a circle at the current pen position.

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

#### **Parameters**

radius <u>int</u>♂

The radius of the circle.

filled bool♂

Whether the circle should be filled.

## Clear()

Clears the canvas by setting the background to a specified color.

```
public void Clear()
```

## DrawTo(int, int)

Draws a line from the current pen position to the specified position.

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

#### **Parameters**

toX <u>int</u>♂

The x-coordinate to draw to.

toY <u>int</u>♂

The y-coordinate to draw to.

#### Exceptions

CanvasException

Thrown when the position is outside the canvas bounds.

## MoveTo(int, int)

Moves the pen to the specified position without drawing.

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

#### **Parameters**

```
x <u>int</u>♂
```

The x-coordinate to move to.

y <u>int</u>♂

The y-coordinate to move to.

## Rect(int, int, bool)

Draws a rectangle at the current pen position.

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

#### **Parameters**

```
width <u>int</u>♂
```

The width of the rectangle.

```
height <u>int</u>♂
```

The height of the rectangle.

#### filled bool♂

Whether the rectangle should be filled.

## Reset()

Resets the canvas and pen position to the initial state.

```
public void Reset()
```

## Set(int, int)

Sets the canvas size.

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

#### **Parameters**

```
xsize <u>int</u>♂
```

The width of the canvas.

#### ysize <u>int</u>♂

The height of the canvas.

## SetColour(int, int, int)

Sets the color of the pen using RGB values.

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

#### **Parameters**

#### red <u>int</u>♂

The red component (0-255).

#### green <u>int</u>♂

The green component (0-255).

#### blue <u>int</u>♂

The blue component (0-255).

## Tri(int, int)

Draws a triangle at the current pen position.

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

#### **Parameters**

```
width <u>int</u>♂
```

The width of the triangle base.

```
height <u>int</u>♂
```

The height of the triangle.

## WriteText(string)

Writes text at the current pen position.

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

#### **Parameters**

```
text <u>string</u> ☑
```

The text to write.

## getBitmap()

Retrieves the current bitmap representing the canvas.

```
public object getBitmap()
```

#### Returns

#### <u>object</u> ☑

A bitmap of the current canvas content.

## Class Form1

Namespace: ASE Reassessment Assembly: ASE Reassessment.dll public class Form1 : Form, IDropTarget, ISynchronizeInvoke, IWin32Window, IBindableComponent, IComponent, IDisposable, IContainerControl Inheritance object ♂ ← Marshal By RefObject ♂ ← Component ♂ ← Control ♂ ← Scrollable Control ♂ ← ContainerControl ← Form ← Form 1 **Implements** <u>IDropTarget</u> ☑, <u>ISynchronizeInvoke</u> ☑, <u>IWin32Window</u> ☑, <u>IBindableComponent</u> ☑, <u>IComponent</u> ☑, IDisposable ☑, IContainerControl ☑ **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) \( \text{\textit{Z}} \) , Form.ProcessMnemonic(char) \( \text{\text{\text{\text{Z}}} \) , Form.CenterToParent() \( \text{\text{\text{Z}}} \) , Form.CenterToScreen() , Form.LayoutMdi(MdiLayout) , Form.OnActivated(EventArgs) , Form.OnBackgroundImageChanged(EventArgs) , Form.OnBackgroundImageLayoutChanged(EventArgs) d, Form.OnClosing(CancelEventArgs) d, Form.OnClosed(EventArgs) ☑, Form.OnFormClosing(FormClosingEventArgs) ☑, Form.OnFormClosed(FormClosedEventArgs) ☑ , Form.OnCreateControl() ☑ , Form.OnDeactivate(EventArgs) ♂, Form.OnEnabledChanged(EventArgs) ♂, Form.OnEnter(EventArgs) ♂, Form.OnFontChanged(EventArgs) , Form.OnGotFocus(EventArgs) , Form.OnHandleCreated(EventArgs) ☑, Form.OnHandleDestroyed(EventArgs) ☑, Form.OnHelpButtonClicked(CancelEventArgs) , Form.OnLayout(LayoutEventArgs) , Form.OnMaximumSizeChanged(EventArgs) , Form.OnMinimumSizeChanged(EventArgs) , Form.OnInputLanguageChanging(InputLanguageChangingEventArgs)

, Form.OnVisibleChanged(EventArgs) d, Form.OnMdiChildActivate(EventArgs) d, Form.OnMenuStart(EventArgs) , Form.OnMenuComplete(EventArgs) , Form.OnPaint(PaintEventArgs) <a>□</a> , Form.OnResize(EventArgs) <a>□</a> , 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) down, Form.Select(bool, bool) down, Form.Select(bool) down, Fo
Form.ScaleMinMaxSize(float, float, 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.FormBorderStyle

→ Form.CancelButton

→ Form.ClientSize

→ Form.ControlBox

→ Form.ControlBox
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 ☑, Form.RestoreBounds ☑, Form.RightToLeftLayout ☑, Form.ShowInTaskbar ☑,
Form.Showlcon do , Form.ShowWithoutActivation do , Form.Size do , Form.SizeGripStyle do ,
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 ☑ , Form.InputLanguageChanged ☑ , Form.InputLanguageChanging ☑ ,
Form.RightToLeftLayoutChanged , Form.Shown , Form.DpiChanged , Form.ResizeBegin ,
Form.ResizeEnd , ContainerControl.OnAutoValidateChanged(EventArgs) ,
ContainerControl.OnMove(EventArgs) ☑, ContainerControl.OnParentChanged(EventArgs) ☑,
ContainerControl.PerformAutoScale() , ContainerControl.RescaleConstantsForDpi(int, int) ,
ContainerControl.Validate() ☑, ContainerControl.Validate(bool) ☑,
ContainerControl.AutoScaleDimensions ☑, ContainerControl.AutoScaleFactor ☑,
ContainerControl.AutoScaleMode dode dodd , ContainerControl.BindingContext doddd ,
ContainerControl.CanEnableImed, ContainerControl.ActiveControld,
ContainerControl.CurrentAutoScaleDimensions , ContainerControl.ParentForm ,
<u>ScrollableControl.ScrollStateAutoScrolling</u> , <u>ScrollableControl.ScrollStateHScrollVisible</u> ,
```

Form.OnTextChanged(EventArgs) , Form.ProcessCmdKey(ref Message, Keys) ,

```
<u>ScrollableControl.ScrollStateVScrollVisible</u> , <u>ScrollableControl.ScrollStateUserHasScrolled</u> ,
\underline{ScrollableControl.ScrollStateFullDrag} \ \ \underline{Control.GetScrollState(int)} \ \ \underline{Control.GetScrollState(int)} \ \ \underline{ControllableControl.GetScrollState(int)} \ \ \underline{ControllableControl.GetScrollableControl.GetScrollableControl.GetScrollableControl.GetScrollableControl.GetScrollableControl.GetScrollableControl.GetScrollableControl.GetScrollableControl.GetScrollableControl.GetScrollableControl.GetScrollableControl.GetScrollableControl.GetScrollableControl.GetScrollableControl.GetScrollableControl.GetScrollableControl.GetScrollableControl.GetScrollableControl.GetScrollableControl.GetS
ScrollableControl.OnMouseWheel(MouseEventArgs) ≥ ,
<u>ScrollableControl.OnRightToLeftChanged(EventArgs)</u>

☑ ,
ScrollableControl.OnPaddingChanged(EventArgs) , ScrollableControl.SetDisplayRectLocation(int, int) ,
<u>ScrollableControl.OnScroll(ScrollEventArgs)</u> , <u>ScrollableControl.SetAutoScrollMargin(int, int)</u> ,
ScrollableControl.SetScrollState(int, bool) , ScrollableControl.AutoScrollMargin ,
<u>ScrollableControl.DisplayRectangle</u> degree , <u>ScrollableControl.HScroll</u> degree , <u>ScrollableControl.HorizontalScroll</u> degree ,
ScrollableControl.VScroll , ScrollableControl.VerticalScroll , ScrollableControl.Scroll ,
Control.GetAccessibilityObjectById(int) ☑, Control.SetAutoSizeMode(AutoSizeMode) ☑,
Control.GetAutoSizeMode() ☑ , Control.GetPreferredSize(Size) ☑ ,
Control.AccessibilityNotifyClients(AccessibleEvents, int) □,
Control.AccessibilityNotifyClients(AccessibleEvents, int, int) ☐, Control.BeginInvoke(Delegate) ☐,
Control.BeginInvoke(Action) ☑, Control.BeginInvoke(Delegate, params object[]) ☑,
Control.BringToFront() ☑ , Control.Contains(Control) ☑ , Control.CreateGraphics() ☑ ,
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) de , Control.Focus() de ,
Control.FromChildHandle(nint) ☑, Control.FromHandle(nint) ☑,
Control.GetChildAtPoint(Point, GetChildAtPointSkip) d., Control.GetChildAtPoint(Point) d.,
Control.GetContainerControl() do , Control.GetNextControl(Control, bool) do ,
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) ♂,
Control.LogicalToDeviceUnits(int) ☑, Control.LogicalToDeviceUnits(Size) ☑,
Control.ScaleBitmapLogicalToDevice(ref Bitmap) ☑, Control.NotifyInvalidate(Rectangle) ☑,
Control.InvokeOnClick(Control, EventArgs) degree , Control.OnAutoSizeChanged(EventArgs) degree ,
Control.OnBackColorChanged(EventArgs) ≥ , Control.OnBindingContextChanged(EventArgs) ≥ ,
Control.OnCursorChanged(EventArgs) derived the control on DataContextChanged (EventArgs) derived the control of the control o
Control.OnDockChanged(EventArgs) ☑, Control.OnForeColorChanged(EventArgs) ☑,
```

```
Control.OnNotifyMessage(Message) ☑, Control.OnParentBackColorChanged(EventArgs) ☑,
Control.OnParentBackgroundImageChanged(EventArgs) ☑,
Control.OnParentBindingContextChanged(EventArgs) ☑, Control.OnParentCursorChanged(EventArgs) ☑,
\underline{Control.OnParentDataContextChanged(\underline{EventArgs})} \square \text{ , } \underline{Control.OnParentEnabledChanged} (\underline{EventArgs}) \square \text{ , } \underline{Control.O
Control.OnParentFontChanged(EventArgs) ☑, Control.OnParentForeColorChanged(EventArgs) ☑,
Control.OnParentRightToLeftChanged(EventArgs) ≥ , Control.OnParentVisibleChanged(EventArgs) ≥ ,
Control.OnPrint(PaintEventArgs) ♂, Control.OnTabIndexChanged(EventArgs) ♂,
Control.OnTabStopChanged(EventArgs) ♂, Control.OnClick(EventArgs) ♂,
Control.OnClientSizeChanged(EventArgs) ☑, Control.OnControlAdded(ControlEventArgs) ☑,
Control.OnControlRemoved(ControlEventArgs) ☑, Control.OnLocationChanged(EventArgs) ☑,
Control.OnDoubleClick(EventArgs) derivation , Control.OnDragEnter(DragEventArgs) derivation , Control.OnDragEnter(DragEventAr
\underline{Control.OnDragOver(DragEventArgs)} {}^{\underline{\square}} \text{ , } \underline{Control.OnDragLeave}(\underline{EventArgs}) {}^{\underline{\square}}
Control.OnDragDrop(DragEventArgs) ☑, Control.OnGiveFeedback(GiveFeedbackEventArgs) ☑,
Control.InvokeGotFocus(Control, EventArgs) down, Control.OnHelpRequested(HelpEventArgs) down,
Control.OnInvalidated(InvalidateEventArgs) □, Control.OnKeyDown(KeyEventArgs) □,
Control.OnKeyPress(KeyPressEventArgs) ☑, Control.OnKeyUp(KeyEventArgs) ☑,
Control.OnLeave(EventArgs) ☑, Control.InvokeLostFocus(Control, EventArgs) ☑,
Control.OnLostFocus(EventArgs) ☑, Control.OnMarginChanged(EventArgs) ☑,
<u>Control.OnMouseDoubleClick(MouseEventArgs)</u> , <u>Control.OnMouseClick(MouseEventArgs)</u> ,
Control.OnMouseCaptureChanged(EventArgs) ☑, Control.OnMouseDown(MouseEventArgs) ☑,
Control.OnMouseEnter(EventArgs) ☑, Control.OnMouseLeave(EventArgs) ☑,
Control.OnDpiChangedBeforeParent(EventArgs) ♂, Control.OnDpiChangedAfterParent(EventArgs) ♂,
Control.OnMouseHover(EventArgs) ☑, Control.OnMouseMove(MouseEventArgs) ☑,
Control.OnMouseUp(MouseEventArgs) ♂,
Control.OnQueryContinueDrag(QueryContinueDragEventArgs) □,
Control.OnRegionChanged(EventArgs) ☑, Control.OnPreviewKeyDown(PreviewKeyDownEventArgs) ☑,
Control.OnSizeChanged(EventArgs) ☑, Control.OnChangeUlCues(UlCuesEventArgs) ☑,
Control.OnSystemColorsChanged(EventArgs) □, Control.OnValidating(CancelEventArgs) □,
Control.OnValidated(EventArgs) ☑, Control.PerformLayout() ☑, Control.PerformLayout(Control, string) ☑,
Control.PointToClient(Point) ≥ , Control.PointToScreen(Point) ≥ ,
Control.ProcessKeyEventArgs(ref Message) <a>□</a> , Control.ProcessKeyMessage(ref Message) <a>□</a> ,
Control.RaiseDragEvent(object, DragEventArgs) de , Control.RaisePaintEvent(object, PaintEventArgs) de ,
<u>Control.RecreateHandle()</u> □ , <u>Control.RectangleToClient(Rectangle)</u> □ ,
Control.RectangleToScreen(Rectangle) derivation , Control.ReflectMessage(nint, ref Message) der ,
Control.Refresh() ☑ , Control.ResetMouseEventArgs() ☑ , Control.ResetText() ☑ , Control.ResumeLayout() ☑ ,
Control.ResumeLayout(bool) ☑, Control.Scale(SizeF) ☑, Control.Select() ☑,
Control.SelectNextControl(Control, bool, bool, bool, bool) 
☐, Control.SendToBack() ☐,
Control.SetBounds(int, int, int, int) derivative , Control.SetBounds(int, int, int, BoundsSpecified) derivative ,
Control.SizeFromClientSize(Size) ☑, Control.SetStyle(ControlStyles, bool) ☑, Control.SetTopLevel(bool) ☑,
```

```
<u>Control.RtlTranslateAlignment(HorizontalAlignment)</u> ,
Control.RtlTranslateAlignment(LeftRightAlignment) d ,
Control.RtlTranslateAlignment(ContentAlignment) d ,
Control.RtlTranslateLeftRight(LeftRightAlignment) , Control.RtlTranslateContent(ContentAlignment) ,
Control.Show() ♂, Control.SuspendLayout() ♂, Control.Update() ♂, Control.UpdateBounds() ♂,
Control.UpdateBounds(int, int, int, int, int) □, Control.UpdateBounds(int, int, int, int, int, int) □,
Control.UpdateZOrder() ♂, Control.UpdateStyles() ♂, Control.OnImeModeChanged(EventArgs) ♂,
Control.AccessibilityObject ☑, Control.AccessibleDefaultActionDescription ☑,
Control.AccessibleDescription ☑, Control.AccessibleName ☑, Control.AccessibleRole ☑,
Control.AllowDrop d, Control.Anchor d, Control.AutoScrollOffset d, Control.LayoutEngine d,
Control.DataContext☑, Control.BackgroundImage☑, Control.BackgroundImageLayout☑,
Control.Bottom do , Control.Bounds do , Control.CanFocus do , Control.CanRaiseEvents do ,
Control.CanSelect do , Control.Capture do , Control.Causes Validation do ,
Control.CheckForIllegalCrossThreadCalls , Control.ClientRectangle , Control.CompanyName ,
Control.ContainsFocus day, Control.ContextMenuStrip day, Control.Controls day, Control.Created day,
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 d , Control.IsDisposed d , Control.Disposing d , Control.Dock d ,
Control.DoubleBuffered ☑, Control.Enabled ☑, Control.Focused ☑, Control.Font ☑,
Control.FontHeight☑, Control.ForeColor☑, Control.Handle☑, Control.HasChildren☑, Control.Height☑,
Control.IsHandleCreated derivation der de la Control.InvokeRequired der de Control.IsAccessible de la Control.IsAccessible de la
Control.lsAncestorSiteInDesignMode day, Control.lsMirrored day, Control.Left day, Control.Margin day,
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.TopLevelControl ☑ , Control.ShowKeyboardCues ☑ ,
Control.ShowFocusCues ☑, Control.UseWaitCursor ☑, Control.Visible ☑, Control.Width ☑,
Control.PropagatingImeMode ☑, Control.BackColorChanged ☑, Control.BackgroundImageChanged ☑,
Control.CausesValidationChanged ☑, Control.ClientSizeChanged ☑,
Control.ContextMenuStripChanged do , Control.CursorChanged do , Control.DockChanged do , Contro
Control.EnabledChanged do , Control.FontChanged do , Control.ForeColorChanged do ,
Control.LocationChanged ☑, Control.MarginChanged ☑, Control.RegionChanged ☑,
Control.RightToLeftChanged ☑, Control.SizeChanged ☑, Control.TabIndexChanged ☑,
Control.TabStopChanged ♂, Control.TextChanged ♂, Control.VisibleChanged ♂, Control.Click ♂,
Control.ControlAdded ☑, Control.ControlRemoved ☑, Control.DataContextChanged ☑,
```

```
Control.DragDrop d , Control.DragEnter d , Control.DragOver d , Control.DragLeave d ,
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 degree , Control.GotFocus degree , Control.KeyDown degree , Control.KeyPress degree , Control.KeyUp degree ,
Control.Layout ☑, Control.Leave ☑, Control.LostFocus ☑, Control.MouseClick ☑,
Control.MouseDoubleClick day, Control.MouseCaptureChanged day, Control.MouseDown day,
Control.MouseEnter day, Control.MouseLeave day, Control.DpiChangedBeforeParent day,
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. Parent Changed ☑, Control. Ime Mode Changed ☑,
<u>Component.Dispose()</u> domponent.GetService(Type) domponent.Container domponent.Contai
Component.DesignMode derivation , Component.Events derivation , Component.Disposed derivation
MarshalByRefObject.GetLifetimeService() □ , MarshalByRefObject.InitializeLifetimeService() □ ,
MarshalByRefObject.MemberwiseClone(bool) ♂, object.Equals(object) ♂, object.Equals(object, object) ♂,
object.GetHashCode() □ , object.GetType() □ , object.MemberwiseClone() □ ,
object.ReferenceEquals(object, object). □
```

#### **Constructors**

## Form1()

public Form1()

## **Methods**

## Dispose(bool)

Clean up any resources being used.

protected override void Dispose(bool disposing)

#### **Parameters**

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

# Namespace ASE\_Reassessment\_Tests Classes

<u>AppCanvasTests</u>

## Class AppCanvasTests

Namespace: <u>ASE Reassessment Tests</u> Assembly: ASE Reassessment Tests.dll

```
[TestClass]
public class AppCanvasTests
```

#### Inheritance

<u>object</u> < AppCanvasTests

#### **Inherited Members**

## **Methods**

## DrawTo()

Tests that DrawTo correctly updates pen position after drawing.

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

## MoveTo()

Tests that MoveTo correctly updates pen position.

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

## MultiLine()

Tests a multiline sequence of MoveTo and DrawTo commands.

[TestMethod]
public void MultiLine()