

Introduction

Namespace ASE_Assignment

Classes

[AppIf](#)

Class that extends the if from boost

[AppInt](#)

[AppIntBuilder](#)

[AppIntDirector](#)

[AppWhile](#)

[AppWhileBuilder](#)

[AppWhileDirector](#)

[Form1](#)

This is the main form for the ASE Assignment application. Handles canvas drawing, program parsing, and command execution.

Interfaces

[InterfaceAppIntBuilder](#)

[InterfaceAppWhileBuilder](#)