# Namespace ASE\_Assignment

### Classes

**Circle** 

#### **CommandFactory**

Make a new command from passed string and parameters

#### **DrawTo**

#### Form<sub>1</sub>

The applications main form that initializes and manages the canvas, command factory, stored program parser

#### **MoveTo**

#### **Parser**

Takes the users inputs and splits them up so they can be processed

### **PenColour**

**Rect** 

### **StoredProgram**

responsible for adding new commands, updating the canvas and running commands

### <u>Triangle</u>

Write

### **Interfaces**

**ICommand** 

## Class Circle

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

```
public class Circle : ICommand
```

#### Inheritance

object 
← Circle

#### **Implements**

**ICommand** 

#### **Inherited Members**

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

## **Constructors**

Circle(ICanvas, int)

```
public Circle(ICanvas canvas, int radius)
```

**Parameters** 

canvas ICanvas

radius <u>int</u>♂

### **Methods**

```
public void Compile(string parameters)
```

```
parameters <u>string</u>♂
```

# Execute()

# **Class CommandFactory**

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

Make a new command from passed string and parameters

public class CommandFactory

#### **Inheritance**

<u>object</u> < CommandFactory

#### **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>

### **Methods**

## MakeCommand(string, ICanvas, params object[])

Uses the passed string to make a new command

public virtual ICommand MakeCommand(string commandType, ICanvas canvas, params
object[] inputs)

### **Parameters**

commandType <u>string</u> ☐

Command that the user has entered

canvas ICanvas

Information about the canvas current state

inputs <u>object</u> []

The parameters that go with the command, such as radius size

## Returns

<u>ICommand</u>

# Exceptions

 $\underline{InvalidOperationException} \boxdot$ 

User inputs an invalid command

# Class DrawTo

```
Namespace: <u>ASE Assignment</u>

Assembly: ASE Assignment.dll

public class DrawTo : ICommand

Inheritance

object ← DrawTo

Implements
```

# Inherited Members

**ICommand** 

### **Constructors**

DrawTo(ICanvas, int, int)

```
public DrawTo(ICanvas canvas, int x, int y)

Parameters

canvas ICanvas

x int♂

y int♂
```

### **Methods**

```
public void Compile(string parameters)
```

parameters <u>string</u>♂

# Execute()

## Class Form1

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

The applications main form that initializes and manages the canvas, command factory, stored program parser

```
public class Form1 : Form, IDropTarget, ISynchronizeInvoke, IWin32Window,
IBindableComponent, IComponent, IDisposable, IContainerControl
```

#### Inheritance

```
<u>object</u> \[ \] \leftarrow \] MarshalByRefObject \[ \] \leftarrow \] Component \[ \] \leftarrow \] Control \[ \] \leftarrow \] ScrollableControl \[ \] \leftarrow \] ContainerControl \[ \] \leftarrow \] Form \[ \] \leftarrow Form \[ \]
```

#### **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() ☑ ,
Form.CreateAccessibilityInstance() ☑ , Form.CreateControlsInstance() ☑ , Form.CreateHandle() ☑ ,
<u>Form.DefWndProc(ref Message)</u> ☑ , <u>Form.ProcessMnemonic(char)</u> ☑ , <u>Form.CenterToParent()</u> ☑ ,
Form.CenterToScreen() , Form.LayoutMdi(MdiLayout) , Form.OnActivated(EventArgs) ,
<u>Form.OnBackgroundImageLayoutChanged(EventArgs)</u> 

☑ , <u>Form.OnClosing(CancelEventArgs)</u> 
☑ ,
Form.OnClosed(EventArgs) <a>r/>
</a> , Form.OnFormClosing(FormClosingEventArgs) <a>r/>
</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) , Form.OnLayout(LayoutEventArgs) ,
Form.OnLoad(EventArgs) <a>™</a> , Form.OnMaximizedBoundsChanged(EventArgs) <a>™</a> ,
Form.OnMaximumSizeChanged(EventArgs) , Form.OnMinimumSizeChanged(EventArgs) ,
Form.OnInputLanguageChanged(InputLanguageChangedEventArgs)

,
Form.OnInputLanguageChanging(InputLanguageChangingEventArgs) ,
Form.OnVisibleChanged(EventArgs) d , Form.OnMdiChildActivate(EventArgs) d ,
Form.OnMenuStart(EventArgs) , Form.OnMenuComplete(EventArgs) ,
Form.OnPaint(PaintEventArgs) □ , Form.OnResize(EventArgs) □ ,
```

```
Form.OnDpiChanged(DpiChangedEventArgs) ♂, Form.OnGetDpiScaledSize(int, int, ref Size) ♂,
Form.OnRightToLeftLayoutChanged(EventArgs) , Form.OnShown(EventArgs) , , Form.OnShown(EventArgs)
Form.OnTextChanged(EventArgs) , Form.ProcessCmdKey(ref Message, Keys) ,
Form.ProcessDialogKey(Keys) , Form.ProcessDialogChar(char) ,
<u>Form.ProcessKeyPreview(ref Message)</u>  

☑ , <u>Form.ProcessTabKey(bool)</u>  

☑ ,
Form.RemoveOwnedForm(Form) ♂, Form.Select(bool, 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) , Form.OnResizeEnd(EventArgs) ,
Form.OnStyleChanged(EventArgs) , Form.ValidateChildren() ,
Form.ActiveForm d, Form.ActiveMdiChild d, Form.AllowTransparency d, Form.AutoScroll d,
Form.AutoSized, Form.AutoSizeModed, Form.AutoValidated, Form.BackColord,
Form.FormBorderStyle degree , Form.CancelButton degree , Form.ClientSize degree , Form.ControlBox degree , Form.ControlB
Form.CreateParams ♂, Form.DefaultImeMode ♂, Form.DefaultSize ♂, Form.DesktopBounds ♂,
Form.DesktopLocation , Form.DialogResult , Form.HelpButton , Form.Icon , Form.IsMdiChild ,
Form.lsMdiContainer , Form.lsRestrictedWindow , 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.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 d, Form.InputLanguageChanged d, Form.InputLanguageChanging d,
Form.RightToLeftLayoutChanged , Form.Shown , Form.DpiChanged , Form.ResizeBegin , 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.CanEnableImed, ContainerControl.ActiveControld,
```

```
ScrollableControl.ScrollStateAutoScrolling d, ScrollableControl.ScrollStateHScrollVisible d,
ScrollableControl.ScrollStateVScrollVisible, , ScrollableControl.ScrollStateUserHasScrolled,
ScrollableControl.ScrollStateFullDrag , ScrollableControl.GetScrollState(int) ,
ScrollableControl.OnMouseWheel(MouseEventArgs) <a href="mailto:d.gray">d.gray</a>
<u>ScrollableControl.OnRightToLeftChanged(EventArgs)</u> □,
<u>ScrollableControl.OnPaintBackground(PaintEventArgs)</u> ,
ScrollableControl.OnPaddingChanged(EventArgs) , ScrollableControl.SetDisplayRectLocation(int, int) ,
ScrollableControl.ScrollControlIntoView(Control) , ScrollableControl.ScrollToControl(Control) ,
ScrollableControl.OnScroll(ScrollEventArgs) , ScrollableControl.SetAutoScrollMargin(int, int) ,
ScrollableControl.SetScrollState(int, bool) , ScrollableControl.AutoScrollMargin ,
<u>ScrollableControl.AutoScrollPosition</u> do , <u>ScrollableControl.AutoScrollMinSize</u> do ,
ScrollableControl.DisplayRectangle , ScrollableControl.HScroll , ScrollableControl.HorizontalScroll ,
ScrollableControl.VScroll , ScrollableControl.VerticalScroll , ScrollableControl.Scroll ,
<u>Control.GetAccessibilityObjectById(int)</u> , <u>Control.SetAutoSizeMode(AutoSizeMode)</u> , ,
Control.AccessibilityNotifyClients(AccessibleEvents, int) ,
Control.AccessibilityNotifyClients(AccessibleEvents, int, int) , Control.BeginInvoke(Delegate) ,
<u>Control.BeginInvoke(Action)</u> ♂, <u>Control.BeginInvoke(Delegate, params object[])</u> ♂,
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 ,
<u>Control.FromChildHandle(nint)</u> ♂, <u>Control.FromHandle(nint)</u> ♂,
<u>Control.GetChildAtPoint(Point, GetChildAtPointSkip)</u> , <u>Control.GetChildAtPoint(Point)</u> ,
Control.GetContainerControl() □ , Control.GetNextControl(Control, bool) □ ,
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) ☐,
Control.lsInputChar(char) ♂, Control.lsInputKey(Keys) ♂, Control.lsMnemonic(char, string) ♂,
<u>Control.LogicalToDeviceUnits(int)</u> ✓, <u>Control.LogicalToDeviceUnits(Size)</u> ✓,
Control.ScaleBitmapLogicalToDevice(ref Bitmap) \( \text{\texts} \) , Control.NotifyInvalidate(Rectangle) \( \text{\texts} \) ,
Control.InvokeOnClick(Control, EventArgs) ♂, Control.OnAutoSizeChanged(EventArgs) ♂,
Control.OnBackColorChanged(EventArgs) ☑, Control.OnBindingContextChanged(EventArgs) ☑,
<u>Control.OnCausesValidationChanged(EventArgs)</u> ✓ , <u>Control.OnContextMenuStripChanged(EventArgs)</u> ✓ ,
```

```
<u>Control.OnCursorChanged(EventArgs)</u> ✓ , <u>Control.OnDataContextChanged(EventArgs)</u> ✓ ,
Control.OnDockChanged(EventArgs) ☑, Control.OnForeColorChanged(EventArgs) ☑,
Control.OnNotifyMessage(Message) ☑, Control.OnParentBackColorChanged(EventArgs) ☑,
<u>Control.OnParentBackgroundImageChanged(EventArgs)</u> ✓,
<u>Control.OnParentBindingContextChanged(EventArgs)</u> ♂, <u>Control.OnParentCursorChanged(EventArgs)</u> ♂,
Control.OnParentDataContextChanged(EventArgs) ☑, Control.OnParentEnabledChanged(EventArgs) ☑,
<u>Control.OnParentFontChanged(EventArgs)</u> ✓ , <u>Control.OnParentForeColorChanged(EventArgs)</u> ✓ ,
<u>Control.OnParentRightToLeftChanged(EventArgs)</u> ✓, <u>Control.OnParentVisibleChanged(EventArgs)</u> ✓,
Control.OnPrint(PaintEventArgs) , Control.OnTabIndexChanged(EventArgs) ,
Control.OnTabStopChanged(EventArgs) down, Control.OnClick(EventArgs) down, Control.OnClick(EventAr
Control.OnClientSizeChanged(EventArgs) ♂, Control.OnControlAdded(ControlEventArgs) ♂,
<u>Control.OnControlRemoved(ControlEventArgs)</u> ✓, <u>Control.OnLocationChanged(EventArgs)</u> ✓,
Control.OnDoubleClick(EventArgs) , Control.OnDragEnter(DragEventArgs) ,
<u>Control.OnDragOver(DragEventArgs)</u> ♂, <u>Control.OnDragLeave(EventArgs)</u> ♂,
Control.OnDragDrop(DragEventArgs) , Control.OnGiveFeedback(GiveFeedbackEventArgs) ,
Control.InvokeGotFocus(Control, EventArgs) ♂, Control.OnHelpRequested(HelpEventArgs) ♂,
Control.OnInvalidated(InvalidateEventArgs) □, Control.OnKeyDown(KeyEventArgs) □,
<u>Control.OnKeyPress(KeyPressEventArgs)</u> ☑ , <u>Control.OnKeyUp(KeyEventArgs)</u> ☑ ,
<u>Control.OnLeave(EventArgs)</u> ✓, <u>Control.InvokeLostFocus(Control, EventArgs)</u> ✓,
Control.OnLostFocus(EventArgs) ♂, Control.OnMarginChanged(EventArgs) ♂,
Control.OnMouseDoubleClick(MouseEventArgs) ☑, Control.OnMouseClick(MouseEventArgs) ☑,
<u>Control.OnMouseCaptureChanged(EventArgs)</u> ♂, <u>Control.OnMouseDown(MouseEventArgs)</u> ♂,
<u>Control.OnMouseEnter(EventArgs)</u> ☑, <u>Control.OnMouseLeave(EventArgs)</u> ☑,
Control.OnDpiChangedBeforeParent(EventArgs) □, Control.OnDpiChangedAfterParent(EventArgs) □,
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) ☑,
Control.OnSystemColorsChanged(EventArgs) degree , Control.OnValidating(CancelEventArgs) degree ,
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> ♂,
<u>Control.ProcessKeyEventArgs(ref Message)</u>  , <u>Control.ProcessKeyMessage(ref Message)</u>  , ,
Control.RaiseDragEvent(object, DragEventArgs) □, Control.RaisePaintEvent(object, PaintEventArgs) □,
Control.RecreateHandle() □ , Control.RectangleToClient(Rectangle) □ ,
<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) dool, control.SendToBack() do ,
```

```
Control.SizeFromClientSize(Size) ☑, Control.SetStyle(ControlStyles, bool) ☑, Control.SetTopLevel(bool) ☑,
Control.RtlTranslateAlignment(HorizontalAlignment) ,
<u>Control.RtlTranslateAlignment(LeftRightAlignment)</u> □,
<u>Control.RtlTranslateLeftRight(LeftRightAlignment)</u> , <u>Control.RtlTranslateContent(ContentAlignment)</u>, ,
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 do , Control.Anchor do , Control.AutoScrollOffset do , Control.LayoutEngine do ,
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 dealth. Control.ClientRectangle dealth. Control.CompanyName dealth. Control.CheckForIllegalCrossThreadCalls dealth. Control.ClientRectangle dealth. Control.CompanyName dealth. Control.CheckForIllegalCrossThreadCalls dealth. CheckForIllegalCrossThreadCalls dealth. CheckForIlleg
Control.ContainsFocus ♂, Control.ContextMenuStrip ♂, Control.Controls ♂, Control.Created ♂,
Control.Cursor description , Control.DataBindings description , Control.DefaultCursor description , C
Control.DefaultFont defaultForeColor defaultForeColor defaultMargin defaultMargin defaultMargin defaultForeColor defaultFore
Control.DefaultMaximumSized, Control.DefaultMinimumSized, Control.DefaultPaddingd,
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 dotation, Control.lsMirrored dotation, Control.Left dot
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 dots, Control.ScaleChildren dots, Control.Site dots, Control.TabIndex dots, Control.TabStop dots, Control.TabIndex d
Control.Tag ☑ , Control.Top ☑ , Control.TopLevelControl ☑ , Control.ShowKeyboardCues ☑ ,
Control.ShowFocusCues day, Control.UseWaitCursor day, Control.Visible day, Control.Width day,
Control.PreferredSize do , Control.Padding do , Control.ImeMode do , Control.ImeModeBase do ,
Control.PropagatingImeMode ☑, Control.BackColorChanged ☑, Control.BackgroundImageChanged ☑,
Control.BackgroundImageLayoutChanged ☑, Control.BindingContextChanged ☑,
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 ♂,
Control.ControlAdded do , Control.ControlRemoved do , Control.DataContextChanged do ,
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. Padding Changed ☑, Control. Paint ☑,
Control.QueryContinueDrag ☑, Control.QueryAccessibilityHelp ☑, Control.DoubleClick ☑,
<u>Control.Enter</u> ¬, <u>Control.GotFocus</u> ¬, <u>Control.KeyDown</u> ¬, <u>Control.KeyPress</u> ¬, <u>Control.KeyUp</u> ¬,
Control.Layout double , Control.Leave double , Control.LostFocus double , Control.MouseClick double ,
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.ChangeUlCues ☑, Control.StyleChanged ☑, Control.SystemColorsChanged ☑,
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 ,
MarshalByRefObject.GetLifetimeService() □ , MarshalByRefObject.InitializeLifetimeService() □ ,
MarshalByRefObject.MemberwiseClone(bool) ♂, object.Equals(object) ♂, object.Equals(object, object, object) ♂,
<u>object.GetHashCode()</u> □ , <u>object.GetType()</u> □ , <u>object.MemberwiseClone()</u> □ ,
object.ReferenceEquals(object, object). □
```

### Constructors

### Form1()

Initalizes the form, command factory, stored programs and parser

```
public Form1()
```

### **Methods**

## Dispose(bool)

Clean up any resources being used.

protected override void Dispose(bool disposing)

### disposing <u>bool</u>♂

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

# **Interface ICommand**

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

public interface ICommand
```

### **Methods**

CheckParameters(string[])

```
void CheckParameters(string[] Parameters)
```

**Parameters** 

Parameters <u>string</u> ☐ []

# Compile(string)

```
void Compile(string parameters)
```

**Parameters** 

parameters <u>string</u> ✓

# Execute()

void Execute()

Set(StoredProgram, string)

void Set(StoredProgram Program, string Params)

## Parameters

Program <u>StoredProgram</u>

Params <u>string</u>♂

## Class MoveTo

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

public class MoveTo: ICommand

Inheritance

object ← MoveTo
```

### **Implements**

**ICommand** 

#### **Inherited Members**

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

### **Constructors**

MoveTo(ICanvas, int, int)

```
public MoveTo(ICanvas canvas, int x, int y)
```

**Parameters** 

canvas ICanvas

x int ♂

y <u>int</u>♂

### **Methods**

```
public void Compile(string parameters)
```

parameters <u>string</u>♂

# Execute()

## **Class Parser**

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

Takes the users inputs and splits them up so they can be processed

public class Parser

#### Inheritance

<u>object</u> 

✓ Parser

#### **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

Parser(CommandFactory, StoredProgram)

public Parser(CommandFactory factory, StoredProgram program)

**Parameters** 

factory CommandFactory

program <u>StoredProgram</u>

### **Methods**

## ParseCommand(string)

Takes the users inputs and splits it up into the command type and the parameters. It then checks the data type of each parameter and adds them to a new list called parameters. Finally it adds the command and passes the command type and parameters to the command factory

```
public void ParseCommand(string Line)
```

Line <u>string</u> ☑

The command the user has entered e.g: drawto 50,100

# ParseProgram(string)

Loops through each line that the user enters and splits them up in to an array of strings

```
public void ParseProgram(string program)
```

### **Parameters**

program <u>string</u>♂

Consists of user inputs

## Class PenColour

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

```
public class PenColour : ICommand
```

#### Inheritance

object ← PenColour

#### **Implements**

**ICommand** 

#### **Inherited Members**

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

### **Constructors**

PenColour(ICanvas, int, int, int)

```
public PenColour(ICanvas canvas, int red, int green, int blue)
```

### **Parameters**

canvas ICanvas

red <u>int</u>♂

green <u>int</u>♂

blue <u>int</u>♂

### **Methods**

```
public void Compile(string parameters)
```

parameters <u>string</u>♂

# Execute()

## **Class Rect**

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

public class Rect : ICommand

Inheritance

object ← Rect
```

#### **Implements**

**ICommand** 

#### **Inherited Members**

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

## **Constructors**

Rect(ICanvas, int, int)

```
public Rect(ICanvas canvas, int width, int height)
```

**Parameters** 

canvas ICanvas

width int♂

height <u>int</u>♂

### **Methods**

```
public void Compile(string parameters)
```

parameters <u>string</u>♂

# Execute()

# Class StoredProgram

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

responsible for adding new commands, updating the canvas and running commands

public class StoredProgram

#### **Inheritance**

<u>object</u> 

✓ StoredProgram

#### **Inherited Members**

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

### Constructors

StoredProgram(ICanvas)

public StoredProgram(ICanvas canvas)

**Parameters** 

canvas ICanvas

### **Methods**

AddCommand(ICommand)

public void AddCommand(ICommand command)

**Parameters** 

command ICommand

# GetCanvas()

```
public ICanvas GetCanvas()
```

Returns

**ICanvas** 

# Run()

public void Run()

# **Class Triangle**

```
Namespace: ASE Assignment
Assembly: ASE Assignment.dll

public class Triangle: ICommand
```

#### **Inheritance**

<u>object</u> do ← Triangle

#### **Implements**

**ICommand** 

#### **Inherited Members**

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

### **Constructors**

Triangle(ICanvas, int, int)

```
public Triangle(ICanvas canvas, int width, int height)
```

**Parameters** 

canvas ICanvas

width int♂

height <u>int</u>♂

### **Methods**

```
public void Compile(string parameters)
```

parameters <u>string</u> ♂

# Execute()

## Class Write

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

```
public class Write: ICommand
```

#### **Inheritance**

object 

← Write

#### **Implements**

**ICommand** 

#### **Inherited Members**

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

## **Constructors**

Write(ICanvas, string)

```
public Write(ICanvas canvas, string text)
```

**Parameters** 

canvas ICanvas

text <u>string</u> □

### **Methods**

```
public void Compile(string parameters)
```

```
parameters <u>string</u>♂
```

# Execute()