# Namespace BOOSETests

# Classes

#### <u>ParserTests</u>

Unit tests for AppCanvas commands as well as the parser.

### Class ParserTests

Namespace: <u>BOOSETests</u>
Assembly: BOOSETests.dll

Unit tests for AppCanvas commands as well as the parser.

```
[TestClass]
public class ParserTests
```

#### Inheritance

<u>object</u> < ParserTests

#### **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>

#### **Constructors**

### ParserTests()

Initialises test class with parser dependancies.

```
public ParserTests()
```

### **Methods**

### ParseProgramShouldHandleInvalidCircleCommand()

checks if parser correctly handles incorrect Circle command.

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

## ParseProgram\_ShouldHandleBulkDrawToCommand()

checks if parser can handle more than one command at once. checks if parser can handle more than one command at once.

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

### ParseProgram\_ShouldHandleDrawToCommand()

Checks if parser correctly processes valid drawto command.

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

### ParseProgram\_ShouldHandleInvalidDrawToCommand()

Checks if parser correctly processes invalid drawto command.

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

### ParseProgram\_ShouldParseValidCircleCommand()

checks if parser processes a valid Circle command.

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

# Namespace BOOSEinterp

# Classes

<u>Application</u>

# **Class Application**

Namespace: <u>BOOSEinterp</u>
Assembly: BOOSEinterp.dll

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

#### Inheritance

```
\underline{object} \boxtimes \leftarrow \underline{MarshalByRefObject} \boxtimes \leftarrow \underline{Component} \boxtimes \leftarrow \underline{Control} \boxtimes \leftarrow \underline{ScrollableControl} \boxtimes \leftarrow \underline{ContainerControl} \boxtimes \leftarrow \underline{Form} \boxtimes \leftarrow \underline{Application}
```

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

☑ , <u>Form.OnClosing(CancelEventArgs)</u> 
☑ ,
Form.OnClosed(EventArgs) ☑, Form.OnFormClosing(FormClosingEventArgs) ☑,
Form.OnFormClosed(FormClosedEventArgs) d, Form.OnCreateControl() d,
Form.OnDeactivate(EventArgs) ☑ , Form.OnEnabledChanged(EventArgs) ☑ , Form.OnEnter(EventArgs) ☑ ,
Form.OnFontChanged(EventArgs) d, Form.OnGotFocus(EventArgs) d,
Form.OnHandleCreated(EventArgs) ☑, Form.OnHandleDestroyed(EventArgs) ☑,
Form.OnHelpButtonClicked(CancelEventArgs) d, Form.OnLayout(LayoutEventArgs) d,
<u>Form.OnLoad(EventArgs)</u> ♂, <u>Form.OnMaximizedBoundsChanged(EventArgs)</u> ♂,
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.ProcessDialogKey(Keys) , Form.ProcessDialogChar(char) ,
Form.ProcessKeyPreview(ref Message) □ , Form.ProcessTabKey(bool) □ ,
Form.RemoveOwnedForm(Form) □ , Form.Select(bool, 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() . ,
Form.OnResizeBegin(EventArgs) , Form.OnResizeEnd(EventArgs) ,
Form.OnStyleChanged(EventArgs) , Form.ValidateChildren() , ,
Form.ValidateChildren(ValidationConstraints)  , Form.WndProc(ref Message)  , Form.AcceptButton  ,
Form.ActiveForm , Form.ActiveMdiChild , Form.AllowTransparency , Form.AutoScroll ,
Form.AutoSized, Form.AutoSizeModed, Form.AutoValidated, Form.BackColord,
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 day, Form.MdiChildren day, Form.MdiChildrenMinimizedAnchorBottom day,
Form.MdiParent , Form.MinimizeBox , Form.Modal , Form.Opacity , Form.OwnedForms ,
Form.Owner ☑ , Form.RestoreBounds ☑ , Form.RightToLeftLayout ☑ , Form.ShowInTaskbar ☑ ,
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.AutoScaleMode de , ContainerControl.BindingContext de ,
ContainerControl.CurrentAutoScaleDimensions , ContainerControl.ParentForm ,
<u>ScrollableControl.ScrollStateAutoScrolling</u> , <u>ScrollableControl.ScrollStateHScrollVisible</u> ,
```

```
ScrollableControl.ScrollStateFullDragg, ScrollableControl.GetScrollState(int)g,
ScrollableControl.OnMouseWheel(MouseEventArgs) ,
<u>ScrollableControl.OnRightToLeftChanged(EventArgs)</u>  

✓ ,
<u>ScrollableControl.OnPaintBackground(PaintEventArgs)</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>
<u>ScrollableControl.OnScroll(ScrollEventArgs)</u> , <u>ScrollableControl.SetAutoScrollMargin(int, int)</u> ,
ScrollableControl.SetScrollState(int, bool) , ScrollableControl.AutoScrollMargin ,
ScrollableControl.AutoScrollPosition

, ScrollableControl.AutoScrollMinSize
,
<u>ScrollableControl.DisplayRectangle</u> , <u>ScrollableControl.HScroll</u> , <u>ScrollableControl.HorizontalScroll</u> ,
Control.GetAccessibilityObjectByld(int) , Control.SetAutoSizeMode(AutoSizeMode) ,
Control.GetAutoSizeMode() □ , Control.GetPreferredSize(Size) □ ,
Control.AccessibilityNotifyClients(AccessibleEvents, int) <a>□</a> ,
Control.AccessibilityNotifyClients(AccessibleEvents, int, int) , Control.BeginInvoke(Delegate) ,
Control.BeginInvoke(Action) ☑ , Control.BeginInvoke(Delegate, params object[]) ☑ ,
<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() de , Control.RaiseKeyEvent(object, KeyEventArgs) de ,
Control.RaiseMouseEvent(object, MouseEventArgs) de , Control.Focus() de ,
Control.FromChildHandle(nint) □ , Control.FromHandle(nint) □ ,
Control.GetChildAtPoint(Point, GetChildAtPointSkip) d., Control.GetChildAtPoint(Point) d.,
<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[]) ☑ ,
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) ♂,
<u>Control.LogicalToDeviceUnits(int)</u> ✓, <u>Control.LogicalToDeviceUnits(Size)</u> ✓,
Control.ScaleBitmapLogicalToDevice(ref Bitmap) . Control.NotifyInvalidate(Rectangle) . ,
Control.InvokeOnClick(Control, EventArgs) ☑, Control.OnAutoSizeChanged(EventArgs) ☑,
<u>Control.OnBackColorChanged(EventArgs)</u> doi: 1. <u>Control.OnBindingContextChanged(EventArgs)</u> doi: 1. Control.OnBindingContextChanged(EventArgs) doi: 1. Control.OnBindChanged(EventArgs) doi: 1. Control.OnB
<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>
Control.OnDockChanged(EventArgs) ♂, Control.OnForeColorChanged(EventArgs) ♂,
```

```
<u>Control.OnNotifyMessage(Message)</u> ♂, <u>Control.OnParentBackColorChanged(EventArgs)</u> ♂,
Control.OnParentBackgroundImageChanged(EventArgs) □,
Control.OnParentBindingContextChanged(EventArgs) ♂, Control.OnParentCursorChanged(EventArgs) ♂,
<u>Control.OnParentFontChanged(EventArgs)</u> ✓ , <u>Control.OnParentForeColorChanged(EventArgs)</u> ✓ ,
Control.OnParentRightToLeftChanged(EventArgs) ≥ , Control.OnParentVisibleChanged(EventArgs) ≥ ,
<u>Control.OnPrint(PaintEventArgs)</u> ✓, <u>Control.OnTabIndexChanged(EventArgs)</u> ✓,
Control.OnTabStopChanged(EventArgs) ♂, Control.OnClick(EventArgs) ♂,
Control.OnClientSizeChanged(EventArgs) ♂, Control.OnControlAdded(ControlEventArgs) ♂,
Control.OnControlRemoved(ControlEventArgs) ☑, Control.OnLocationChanged(EventArgs) ☑,
<u>Control.OnDoubleClick(EventArgs)</u> ♂, <u>Control.OnDragEnter(DragEventArgs)</u> ♂,
<u>Control.OnDragOver(DragEventArgs)</u> ♂, <u>Control.OnDragLeave(EventArgs)</u> ♂,
Control.OnDragDrop(DragEventArgs) , Control.OnGiveFeedback(GiveFeedbackEventArgs) ,
Control.InvokeGotFocus(Control, EventArgs) ♂, Control.OnHelpRequested(HelpEventArgs) ♂,
<u>Control.OnInvalidated(InvalidateEventArgs)</u> documentary documentary described in the control of the control o
<u>Control.OnKeyPress(KeyPressEventArgs)</u> ♂, <u>Control.OnKeyUp(KeyEventArgs)</u> ♂,
Control.OnLeave(EventArgs) ☑, Control.InvokeLostFocus(Control, EventArgs) ☑,
<u>Control.OnLostFocus(EventArgs)</u> ✓, <u>Control.OnMarginChanged(EventArgs)</u> ✓,
<u>Control.OnMouseDoubleClick(MouseEventArgs)</u> doubleClick(MouseEventArgs) doubleClick(
Control.OnMouseCaptureChanged(EventArgs) ☑, Control.OnMouseDown(MouseEventArgs) ☑,
Control.OnMouseEnter(EventArgs) ☑, Control.OnMouseLeave(EventArgs) ☑,
<u>Control.OnDpiChangedBeforeParent(EventArgs)</u>  , <u>Control.OnDpiChangedAfterParent(EventArgs)</u>  , ,
<u>Control.OnMouseHover(EventArgs)</u> ☑, <u>Control.OnMouseMove(MouseEventArgs)</u> ☑,
Control.OnMouseUp(MouseEventArgs) ≥ ,
<u>Control.OnQueryContinueDrag(QueryContinueDragEventArgs)</u> 

✓ ,
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) ☑,
<u>Control.PointToClient(Point)</u> ♂, <u>Control.PointToScreen(Point)</u> ♂,
Control.PreProcessMessage(ref Message) □ , Control.PreProcessControlMessage(ref Message) □ ,
Control.ProcessKeyEventArgs(ref Message) <a>□</a>, Control.ProcessKeyMessage(ref Message) <a>□</a>, , Control.ProcessKeyMessage(ref Message) <a>□</a>, , Control.ProcessKeyMessage(ref Message) <a>□</a>
Control.RaiseDragEvent(object, DragEventArgs) ♂, Control.RaisePaintEvent(object, PaintEventArgs) ♂,
<u>Control.RecreateHandle()</u> □ , <u>Control.RectangleToClient(Rectangle)</u> □ ,
Control.RectangleToScreen(Rectangle) □ , Control.ReflectMessage(nint, ref Message) □ ,
<u>Control.Refresh()</u> ♂, <u>Control.ResetMouseEventArgs()</u> ♂, <u>Control.ResetText()</u> ♂, <u>Control.ResumeLayout()</u> ♂,
<u>Control.ResumeLayout(bool)</u> do , <u>Control.Scale(SizeF)</u> do , <u>Control.Select()</u> do ,
Control.SelectNextControl(Control, bool, bool, bool, bool, bool) 

☐ , Control.SendToBack() ☐ ,
Control.SizeFromClientSize(Size) ☑, Control.SetStyle(ControlStyles, bool) ☑, Control.SetTopLevel(bool) ☑,
```

```
<u>Control.RtlTranslateAlignment(HorizontalAlignment)</u> ,
Control.RtlTranslateAlignment(LeftRightAlignment) d ,
Control.RtlTranslateAlignment(ContentAlignment) d ,
<u>Control.RtlTranslateHorizontal(HorizontalAlignment)</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) do , Control.UpdateBounds(int, int, int, int, int, int) do ,
<u>Control.UpdateZOrder()</u> ☑ , <u>Control.UpdateStyles()</u> ☑ , <u>Control.OnImeModeChanged(EventArgs)</u> ☑ ,
Control.AccessibilityObject dotd, Control.AccessibleDefaultActionDescription dotd,
Control.AccessibleDescription ☑, Control.AccessibleName ☑, Control.AccessibleRole ☑,
Control.AllowDrop do , Control.Anchor do , Control.AutoScrollOffset do , Control.LayoutEngine do ,
Control.DataContext darkground lmage darkground lmage layout darkground lmageLayout darkground lmageLayout darkground lmageLayout darkground lmageLayout darkground lmage layout darkground layout darkgrou
Control.Bottom do , Control.Bounds do , Control.CanFocus do , Control.CanRaiseEvents do ,
Control.CanSelect ♂, Control.Capture ♂, Control.Causes Validation ♂,
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 description , Control.ContextMenuStrip description , Controls description , Control.Created description , Control , Control
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

☐ , 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.lsHandleCreated ☑, Control.lnvokeRequired ☑, Control.lsAccessible ☑,
Control.lsAncestorSiteInDesignMode ♂, Control.lsMirrored ♂, Control.Left ♂, Control.Margin ♂,
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.Top LevelControl ☑ , 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.BackgroundImageLayoutChanged ☑, Control.BindingContextChanged ☑,
Control.ContextMenuStripChanged do , Control.CursorChanged do , Control.DockChanged do ,
Control.EnabledChanged ♂, Control.FontChanged ♂, Control.ForeColorChanged ♂,
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 ,
```

```
<u>Control.DragDrop</u> do , <u>Control.DragEnter</u> do , <u>Control.DragDrop</u> do , <u>Control.DragLeave</u> do ,
Control.GiveFeedback do , Control.HandleCreated do , Control.HandleDestroyed do ,
Control.HelpRequested ☑, Control.Invalidated ☑, Control.PaddingChanged ☑, Control.Paint ☑,
Control.QueryContinueDrag ☑, Control.QueryAccessibilityHelp ☑, Control.DoubleClick ☑,
<u>Control.Enter</u> do , <u>Control.GotFocus</u> do , <u>Control.KeyDown</u> do , <u>Control.KeyPress</u> do , <u>Control.KeyUp</u> do ,
Control.Layout do , Control.Leave do , Control.LostFocus do , Control.MouseClick do ,
Control.MouseDoubleClick dot , Control.MouseCaptureChanged dot , Control.MouseDown dot ,
Control.MouseEnter d , Control.MouseLeave d , Control.DpiChangedBeforeParent d ,
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 ☑ ,
Component.Dispose() ☑ , Component.GetService(Type) ☑ , Component.Container ☑ ,
Component.DesignMode der , Component.Events der , Component.Disposed der ,
<u>MarshalByRefObject.GetLifetimeService()</u> □ , <u>MarshalByRefObject.InitializeLifetimeService()</u> □ ,
MarshalByRefObject.MemberwiseClone(bool) ♂, object.Equals(object) ♂, object.Equals(object, object, object) ♂,
object.GetHashCode() ♂, object.GetType() ♂, object.MemberwiseClone() ♂,
object.ReferenceEquals(object, object). □
```

#### Constructors

# Application()

public Application()

#### **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.