Namespace ASE_Assignment_Toms_Project Classes

<u>AppCanvas</u>

<u>AppCommandFactory</u>

Form1

Class AppCanvas

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

```
public class AppCanvas : ICanvas
```

Inheritance

<u>object</u>

✓ AppCanvas

Implements

ICanvas

Inherited Members

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

Constructors

AppCanvas()

This is used to set the appearous size

```
public AppCanvas()
```

Fields

g

```
public Graphics g
```

Field Value

penColour

```
public Color penColour
```

Field Value

penSize

```
public int penSize
```

Field Value

<u>int</u>♂

xPos

```
public int xPos
```

Field Value

<u>int</u>♂

yPos

```
public int yPos
```

Field Value

<u>int</u>♂

Properties

PenColour

This returns the pen colour value

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

Property Value

<u>object</u> ♂

Xpos

This is used to set the xPos value

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

Property Value

<u>int</u>♂

Ypos

This is used to set the yPos value

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

Property Value

<u>int</u>♂

Methods

Circle(int, bool)

This is used to draw a simple circle

```
public void Circle(int radius, bool filled)
Parameters
radius <u>int</u>♂
filled <u>bool</u>♂
Exceptions
CanvasException
Clear()
This is used to clear the canvas
 public void Clear()
DrawTo(int, int)
This is used to draw a simple line
 public void DrawTo(int toX, int toY)
Parameters
toX <u>int</u>♂
toY int♂
```

Exceptions

CanvasException

MoveTo(int, int)

This is used to move pointer to a certain position on the canvas

```
public void MoveTo(int x, int y)
Parameters
x <u>int</u>♂
y <u>int</u>♂
Exceptions
CanvasException
Rect(int, int, bool)
This is used to draw a simple rectangle
 public void Rect(int width, int height, bool filled)
Parameters
width <u>int</u>♂
height <u>int</u>♂
filled <u>bool</u>♂
Exceptions
CanvasException
Reset()
This is used to reset the x/y pos positions
 public void Reset()
```

Set(int, int)

This is used to set the canvas size

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

Parameters

xsize <u>int</u>♂

ysize <u>int</u>♂

SetColour(int, int, int)

This sets the pen colour value

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

Parameters

red <u>int</u>♂

green <u>int</u>♂

blue <u>int</u>♂

Exceptions

CanvasException

Tri(int, int)

This is used to draw a triangle

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

Parameters

```
width <u>int</u>♂
```

height <u>int</u>♂

WriteText(string)

This is used to write text into the paint box

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

Parameters

text <u>string</u>♂

getBitmap()

This is used to get the bitmap for painting

```
public object getBitmap()
```

Returns

<u>object</u> ☑

Class AppCommandFactory

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

public class AppCommandFactory : CommandFactory, ICommandFactory

Inheritance

<u>object</u> ← CommandFactory ← AppCommandFactory

Implements

ICommandFactory

Inherited Members

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

Constructors

AppCommandFactory()

public AppCommandFactory()

Methods

MakeCommand(string)

This is used to implement new commands and read default ones if nothing is found

public override ICommand MakeCommand(string commandType)

Parameters

commandType <u>string</u> ✓

Returns

ICommand

Class Form1

```
Namespace: ASE Assignment Toms Project
Assembly: ASE Assignment Toms Project.dll
 public class Form1 : Form, IDropTarget, ISynchronizeInvoke, IWin32Window,
 IBindableComponent, IComponent, IDisposable, IContainerControl
Inheritance
<u>object</u> ∠ ← <u>MarshalByRefObject</u> ← <u>Component</u> ← <u>Control</u> ← <u>ScrollableControl</u> ←
ContainerControl  ← Form  ← Form 1
Implements
IDropTarget ☑, ISynchronizeInvoke ☑, IWin32Window ☑, IBindableComponent ☑, IComponent ☑,
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) ☑ , Form.OnCreateControl() ☑ ,
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) ☑ , Form.OnLayout(LayoutEventArgs) ☑ ,
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) ,
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.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() . ,
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.FormBorderStyle ☑ , Form.CancelButton ☑ , Form.ClientSize ☑ , Form.ControlBox ☑ ,
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 ☑ , 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) ,
\underline{ContainerControl.OnMove(\underline{EventArgs})} \square \text{ , } \underline{ContainerControl.OnParentChanged}(\underline{EventArgs}) \square \text{ , } \underline{ContainerChanged}(\underline{EventArgs}) \square
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> ,
```

```
<u>ScrollableControl.ScrollStateVScrollVisible</u> ✓, <u>ScrollableControl.ScrollStateUserHasScrolled</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
,
ScrollableControl.DisplayRectangle , ScrollableControl.HScroll , ScrollableControl.HorizontalScroll ,
Control.GetAccessibilityObjectByld(int) , Control.SetAutoSizeMode(AutoSizeMode) ,
Control.GetAutoSizeMode() □ , Control.GetPreferredSize(Size) □ ,
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() 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. 
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> ✓ ,
<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) ♂,
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) ☑,
<u>Control.OnSizeChanged(EventArgs)</u> ✓, <u>Control.OnChangeUICues(UICuesEventArgs)</u> ✓,
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> ✓, <u>Control.Scale(SizeF)</u> ✓, <u>Control.Select()</u> ✓,
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> ,
Control.RtlTranslateLeftRight(LeftRightAlignment) / , Control.RtlTranslateContent(ContentAlignment) / ,
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☑, Control.Bounds☑, Control.CanFocus☑, Control.CanRaiseEvents☑,
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♂, Control.DefaultForeColor♂, Control.DefaultMargin♂,
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.IsHandleCreated ☑, Control.InvokeRequired ☑, Control.IsAccessible ☑,
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> dontrol.DragEnter dontrol.DragOver dontrol.DragLeave dontrol.DragLeave dontrol.DragLeave dontrol.DragDrop dontrol.DragLeave dontrol.DragDrop dontrol.DragDro
 Control.GiveFeedback do , Control.HandleCreated do , Control.HandleDestroyed do ,
 Control. HelpRequested ☑, Control. Invalidated ☑, Control. Padding Changed ☑, Control. Paint ☑,
<u>Control.QueryContinueDrag</u> ♂, <u>Control.QueryAccessibilityHelp</u> ♂, <u>Control.DoubleClick</u> ♂,
Control.Enter dotal , Control.GotFocus dotal , Control.KeyDown dotal , Control.KeyPress dotal , Control.KeyUp dotal , Control.KeyUp
 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

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 AppUnitTest

Classes
UnitTest1

Class UnitTest1

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

```
[TestClass]
public class UnitTest1
```

Inheritance

object d ← UnitTest1

Inherited Members

Methods

TestDrawTo()

unit test to verify that the drawTo command works correctly

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

TestMoveTo()

Unit test to verify that the moveTo command works correctly

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

TestMulti()

unit test to verify that both the moveto and drawto commands work together

[TestMethod]
public void TestMulti()