

# Namespace ASE\_Assignment\_Demo

## Classes

### [AppCanvas](#)

Provides an implementation of the BOOSE.ICanvas interface for performing drawing operations such as shapes, text, and lines on a graphical canvas.

### [AppCommandFactory](#)

Represents a factory class for creating specific command objects based on the command type. Inherits from the BOOSE.CommandFactory class and overrides the [MakeCommand\(string\)](#) method to return specific command instances based on the provided command type.

### [AppInt](#)

Represents an extended implementation of the BOOSE.Int class, designed for use in the ASE Assignment application.

### [AppReset](#)

The `AppReset` class is a command that resets the canvas. It inherits from the `CanvasCommand` class.

### [AppWrite](#)

Represents a command to write text on canvas.

### [ProgramInterface](#)

Represents the graphical user interface for the application. Provides methods to interact with the BOOSE framework, parse programs, and handle user input.