Introduction

Namespace BOOSEapp

Classes

[AppCanvas](#)

Provides an implementation of the BOOSE.ICanvas interface for drawing shapes and text. This class manages all drawing operations using a [Graphics](#)⧉ object backed by a bitmap surface.

[AppCircle](#)

This class rewrites the Circle command for the BOOSE application. It extends the BOOSE.Command OneParameter class to handle drawing circles centred at the current cursor position with a specified radius.

[AppCommandFactory](#)

Factory class for creating application-specific BOOSE commands. Inherits from BOOSE.Command Factory and overrides the [MakeCommand(string)](#) method to return application-specific implementations of commands such as Circle, Rectangle, and MoveTo.

[AppMoveTo](#)

This class rewrites the MoveTo command for the BOOSE application. It extends the BOOSE.Command TwoParameters class to handle moving the cursor position to the specified x and y coordinates.

[AppRectangle](#)

This class rewrites the Rectangle command for the BOOSE application. It extends the BOOSE. CommandOneParameter class to handle drawing rectangles at the current cursor position with a specified width and height.

[Form](#)

Represents the main form of the BOOSE application, handling the UI, connecting the canvas, parser, and command factory, and managing program execution.