Namespace ASE

Classes

AppCanvas

AppCanvas Class provides canvas for drawing commands to be displayed on a bitmap

<u>AppCommandFactory</u>

AppCommandFactory class extending command factory to allow for new commands to be created

AppWrite

not yet working

Form1

Form Class allowing user to pass drawing commands to the canvas

Class AppCanvas

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

AppCanvas Class provides canvas for drawing commands to be displayed on a bitmap

```
public class AppCanvas : Canvas, ICanvas
```

Inheritance

Implements

ICanvas

Inherited Members

Canvas.background_colour , <u>Canvas.Tri(int, int)</u> , <u>Canvas.Rectangle(int, int, bool)</u> , Canvas.Clear() , Canvas.getBitmap() , Canvas.Reset() , Canvas.Xpos , <u>Canvas.Ypos</u> , <u>object.Equals(object)</u> , <u>object.Equals(object, object)</u> , <u>object.GetHashCode()</u> , <u>object.GetType()</u> , <u>object.ToString()</u>

Constructors

AppCanvas(int, int)

new instance of appearous class create a new bitmap and graphics object to allow for drawing on the bitmap with the specified bitmap dimensions

```
public AppCanvas(int width, int height)
```

Parameters

width int♂

height <u>int</u>♂

Properties

PenColour

Set pencolour to rgb values passed from user

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

Property Value

<u>object</u> ♂

Methods

Circle(int, bool)

Override circle method to draw circle on canvas

```
public override void Circle(int radius, bool filled)
```

Parameters

radius <u>int</u>♂

int radius for the circle

filled boold

boolean value wether the circle will be filled in or not

Exceptions

CanvasException

Exception thrown if radius value passed is not positive

DrawTo(int, int)

Overrides DrawTo method, takes new x and y positions the user inputs Draws from previous x,y positions to the new x,y positions

```
public override void DrawTo(int x, int y)
```

Parameters

```
x int♂x position to draw toy int♂
```

y position to draw to

Exceptions

CanvasException

Exception thrown when negative x,y passed from user

GetMap()

Getter for bitmap

```
public object GetMap()
```

Returns

<u>object</u> ♂

current bitmap object

MoveTo(int, int)

Overrides Moveto method, takes new x and y positions the user inputs updates previous x,y positions to the new x,y positions

```
public override void MoveTo(int x, int y)
```

Parameters

```
x <u>int</u>♂
  x position to draw to
y <u>int</u>♂
  y position to draw to
Exceptions
CanvasException
  Exception thrown when user inputs negative x,y values
Rect(int, int, bool)
Override rect method to draw rectangle on canvas
  public override void Rect(int width, int height, bool filled)
Parameters
width <u>int</u>♂
  width of rectangle in pixels
height <u>int</u>♂
  height of rectangle in pixels
filled <u>bool</u>♂
  boolean value whether rectangle will be filled in or not
Exceptions
CanvasException
```

Exception thrown when user inputs negative width/height values

Set(int, int)

Sets colour of pen calling SetColour method sets background colour of bitmap to black

```
public override void Set(int width, int height)
```

Parameters

```
width <u>int</u>♂
```

width of bitmap in pixels

height <u>int</u>♂

height of bitmap in pixels

SetColour(int, int, int)

Override method to change pen colour using rgb values

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

Parameters

```
red <u>int</u>♂
```

red value of rgb 0-255

green int♂

green value of rgb 0-255

blue <u>int</u>♂

blue value of rgb 0-255

WriteText(string)

Method takes string input and displays to current x and y positions drawing the string to the canvas with the current pencolour.

public override void WriteText(string text)

Parameters

text <u>string</u>♂

String parameter user wishes to draw to the canvas

Class AppCommandFactory

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

AppCommandFactory class extending command factory to allow for new commands to be created

```
public class AppCommandFactory : CommandFactory, ICommandFactory
```

Inheritance

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

Implements

ICommandFactory

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

AppCommandFactory()

initialize class

public AppCommandFactory()

Methods

MakeCommand(string)

```
public override ICommand MakeCommand(string commandType)
```

Parameters

sting command

Returns

ICommand

command to be parsed

Class AppWrite

```
Namespace: ASE
Assembly: ASE.dll
not yet working
```

```
public class AppWrite : CommandOneParameter, ICommand
```

Inheritance

<u>object</u> ✓ ← Command ← CanvasCommand ← CommandOneParameter ← AppWrite

Implements

ICommand

Inherited Members

CommandOneParameter.param1 , CommandOneParameter.param1unprocessed ,

CommandOneParameter.CheckParameters(string[]), CanvasCommand.yPos , CanvasCommand.xPos ,

CanvasCommand.canvas , CanvasCommand.Canvas , Command.program , Command.parameterList ,

Command.parameters , Command.paramsint , Command.Set(StoredProgram, string), ,

Command.Compile() , Command.Execute() , Command.ProcessParameters(string), ,

Command.ToString() , Command.Program , Command.Name , Command.ParameterList ,

Command.Parameters , Command.Paramsint , object.Equals(object), object.Equals(object, object), object.GetHashCode(), object.GetType(), object.MemberwiseClone(), object.ReferenceEquals(object, object), object.Referenc

Constructors

AppWrite()

not yet working

public AppWrite()

Class Form1

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

Form Class allowing user to pass drawing commands to the canvas

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

Inheritance

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

☑ , <u>Form.OnClosing(CancelEventArgs)</u> 
☑ ,
Form.OnClosed(EventArgs) <a>r/>
</a> , <a>Form.OnFormClosing(FormClosingEventArgs)</a> , <a>r/>
</a> , <a>r</a> , <a>r</
<u>Form.OnFormClosed(FormClosedEventArgs)</u> 

☑ , <u>Form.OnCreateControl()</u> 
☑ ,
Form.OnDeactivate(EventArgs) ☑ , Form.OnEnabledChanged(EventArgs) ☑ , Form.OnEnter(EventArgs) ☑ ,
Form.OnFontChanged(EventArgs) ☑ , Form.OnHandleCreated(EventArgs) ☑ ,
<u>Form.OnHandleDestroyed(EventArgs)</u>  

☑ , <u>Form.OnHelpButtonClicked(CancelEventArgs)</u>  

☑ ,
Form.OnLayout(LayoutEventArgs) ☑ , Form.OnLoad(EventArgs) ☑ ,
Form.OnMaximizedBoundsChanged(EventArgs) , Form.OnMaximumSizeChanged(EventArgs) ,
<u>Form.OnMinimumSizeChanged(EventArgs)</u> □ ,
Form.OnInputLanguageChanged(InputLanguageChangedEventArgs) ,
Form.OnInputLanguageChanging(InputLanguageChangingEventArgs) ,
Form.OnVisibleChanged(EventArgs) , Form.OnMdiChildActivate(EventArgs) , ,
Form.OnMenuStart(EventArgs) , Form.OnMenuComplete(EventArgs) ,
<u>Form.OnPaint(PaintEventArgs)</u>  

✓ , <u>Form.OnResize(EventArgs)</u>  
✓ ,
```

Form.OnDpiChanged(DpiChangedEventArgs) , Form.OnGetDpiScaledSize(int, int, ref Size) ,

```
<u>Form.OnRightToLeftLayoutChanged(EventArgs)</u> ∠, <u>Form.OnShown(EventArgs)</u> ∠,
Form.OnTextChanged(EventArgs) , Form.ProcessCmdKey(ref Message, Keys) ,
Form.ProcessDialogKey(Keys) , Form.ProcessDialogChar(char) , ,
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) d, Form.OnResizeEnd(EventArgs) d,
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 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.OnParentChanged(EventArgs) , ContainerControl.PerformAutoScale() ,
ContainerControl.RescaleConstantsForDpi(int, int) □ , ContainerControl.Validate() □ ,
ContainerControl.Validate(bool)  

∠ ContainerControl.AutoScaleDimensions  

∠ ContainerControl.AutoScaleDimensions
<u>ContainerControl.BindingContext</u> ♂, <u>ContainerControl.CanEnableIme</u> ♂,
ContainerControl.ParentForm , ScrollableControl.ScrollStateAutoScrolling ,
ScrollableControl.ScrollStateHScrollVisibled, ScrollableControl.ScrollStateVScrollVisibled,
```

```
ScrollableControl.GetScrollState(int) . ScrollableControl.OnMouseWheel(MouseEventArgs) . ,
ScrollableControl.OnRightToLeftChanged(EventArgs) d,
ScrollableControl.OnPaddingChanged(EventArgs) / , ScrollableControl.SetDisplayRectLocation(int, int) / ,
ScrollableControl.ScrollControlIntoView(Control) , ScrollableControl.ScrollToControl(Control) ,
ScrollableControl.AutoScrollPosition day, ScrollableControl.AutoScrollMinSize day,
ScrollableControl.DisplayRectangle , ScrollableControl.HScroll , ScrollableControl.HorizontalScroll ,
ScrollableControl.VScroll , ScrollableControl.VerticalScroll , ScrollableControl.Scroll ,
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.DrawToBitmap(Bitmap, Rectangle) ♂, Control.EndInvoke(IAsyncResult) ♂, Control.FindForm() ♂,
Control.GetTopLevel() □ , Control.RaiseKeyEvent(object, KeyEventArgs) □ ,
Control.RaiseMouseEvent(object, MouseEventArgs) ☐, Control.Focus() ☐,
<u>Control.FromChildHandle(IntPtr)</u> documents of the control. Control. Control. From Handle (IntPtr) documents of the control o
Control.GetChildAtPoint(Point, GetChildAtPointSkip) d., Control.GetChildAtPoint(Point) d.,
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) ♂,
Control.LogicalToDeviceUnits(int) □ , Control.LogicalToDeviceUnits(Size) □ ,
Control.ScaleBitmapLogicalToDevice(ref Bitmap) \( \text{\texts} \) , Control.NotifyInvalidate(Rectangle) \( \text{\texts} \) ,
<u>Control.InvokeOnClick(Control, EventArgs)</u> ♂, <u>Control.OnAutoSizeChanged(EventArgs)</u> ♂,
Control.OnBackColorChanged(EventArgs) ☑, Control.OnBindingContextChanged(EventArgs) ☑,
Control.OnCausesValidationChanged(EventArgs) ☑, Control.OnContextMenuStripChanged(EventArgs) ☑,
<u>Control.OnForeColorChanged(EventArgs)</u> ♂, <u>Control.OnNotifyMessage(Message)</u> ♂,
Control.OnParentBackColorChanged(EventArgs) ☑,
\underline{Control.OnParentBackgroundImageChanged(\underline{EventArgs})} \square ,
```

```
<u>Control.OnParentBindingContextChanged(EventArgs)</u> ✓, <u>Control.OnParentCursorChanged(EventArgs)</u> ✓,
Control.OnParentEnabledChanged(EventArgs) ☑, Control.OnParentFontChanged(EventArgs) ☑,
Control.OnParentForeColorChanged(EventArgs) d, Control.OnParentRightToLeftChanged(EventArgs) d,
<u>Control.OnParentVisibleChanged(EventArgs)</u> ♂, <u>Control.OnPrint(PaintEventArgs)</u> ♂,
<u>Control.OnTabIndexChanged(EventArgs)</u> ♂, <u>Control.OnTabStopChanged(EventArgs)</u> ♂,
Control.OnClick(EventArgs) ☑, Control.OnClientSizeChanged(EventArgs) ☑,
<u>Control.OnControlAdded(ControlEventArgs)</u> ✓, <u>Control.OnControlRemoved(ControlEventArgs)</u> ✓,
<u>Control.OnLocationChanged(EventArgs)</u> do , <u>Control.OnDoubleClick(EventArgs)</u> do ,
Control.OnDragEnter(DragEventArgs) ☑, Control.OnDragOver(DragEventArgs) ☑,
Control.OnDragLeave(EventArgs) d, Control.OnDragDrop(DragEventArgs) d,
Control.OnGiveFeedback(GiveFeedbackEventArgs) □, Control.InvokeGotFocus(Control, EventArgs) □,
Control.OnGotFocus(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) ☑,
Control.OnMouseCaptureChanged(EventArgs) ☑, Control.OnMouseDown(MouseEventArgs) ☑,
Control.OnMouseEnter(EventArgs) ☑, Control.OnMouseLeave(EventArgs) ☑,
Control.OnDpiChangedBeforeParent(EventArgs) □, Control.OnDpiChangedAfterParent(EventArgs) □,
Control.OnMouseHover(EventArgs) ☑, Control.OnMouseMove(MouseEventArgs) ☑,
<u>Control.OnMouseUp(MouseEventArgs)</u> ☑, <u>Control.OnMove(EventArgs)</u> ☑,
<u>Control.OnQueryContinueDrag(QueryContinueDragEventArgs)</u> 

✓ ,
Control.OnRegionChanged(EventArgs) ☑, Control.OnPreviewKeyDown(PreviewKeyDownEventArgs) ☑,
Control.OnSizeChanged(EventArgs) ☑, Control.OnChangeUlCues(UlCuesEventArgs) ☑,
<u>Control.OnSystemColorsChanged(EventArgs)</u> 

✓ , <u>Control.OnValidating(CancelEventArgs)</u> 

✓ ,
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> ♂,
Control.ProcessKeyEventArgs(ref Message) down , Control.ProcessKeyMessage(ref Message) down ,
Control.RaiseDragEvent(object, DragEventArgs) □, Control.RaisePaintEvent(object, PaintEventArgs) □,
Control.RecreateHandle() □ , Control.RectangleToClient(Rectangle) □ ,
Control.RectangleToScreen(Rectangle) ♂, Control.ReflectMessage(IntPtr, ref Message) ♂,
<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) , Control.SendToBack() ,
Control.SetBounds(int, int, int, int) do , Control.SetBounds(int, int, int, BoundsSpecified) do ,
Control.SizeFromClientSize(Size) ☑, Control.SetStyle(ControlStyles, bool) ☑, Control.SetTopLevel(bool) ☑,
<u>Control.RtlTranslateAlignment(LeftRightAlignment)</u> □,
```

```
<u>Control.RtlTranslateAlignment(ContentAlignment)</u> <a href="mailto:rd">rd</a>,
Control.RtlTranslateLeftRight(LeftRightAlignment)  , Control.RtlTranslateContent(ContentAlignment)  , ,
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 dots, Control.AccessibleDefaultActionDescription dots,
Control.AccessibleDescription ☑, Control.AccessibleName ☑, Control.AccessibleRole ☑,
Control.AllowDrop do , Control.Anchor do , Control.AutoScrollOffset do , Control.LayoutEngine do ,
Control.BackgroundImage☑, Control.BackgroundImageLayout☑, Control.Bottom☑, Control.Bounds☑,
Control.CanFocus , Control.CanRaiseEvents , Control.CanSelect , Control.Capture ,
Control.CausesValidation ☑, Control.CheckForIllegalCrossThreadCalls ☑, Control.ClientRectangle ☑,
Control.CompanyNamed, Control.ContainsFocusd, Control.ContextMenuStripd, Control.Controlsd,
Control.Created ♂, Control.Cursor ♂, Control.DataBindings ♂, Control.DefaultBackColor ♂,
Control.DefaultCursor down , Control.DefaultFont down , Control.DefaultForeColor down , Control.DefaultMargin down , Control.Defaul
Control.DefaultMaximumSize darkon, Control.DefaultMinimumSize darkon, Control.DefaultPadding darkon, Control.DefaultPadding darkon, Control.DefaultPadding darkon, Control.DefaultPadding darkon, Control.DefaultMaximumSize darkon, Control.DefaultMinimumSize darkon, Control.DefaultPadding darkon, Control.DefaultMinimumSize darkon, 
Control.DeviceDpi

□ , Control.IsDisposed

□ , Control.Disposing

□ , Control.Dock

□ ,
Control.DoubleBuffered ☑, Control.Enabled ☑, Control.Focused ☑, Control.Font ☑,
<u>Control.FontHeight</u> , <u>Control.ForeColor</u> , <u>Control.Handle</u> , <u>Control.HasChildren</u> , <u>Control.Height</u> ,
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.TopLevelControl ☑ , Control.ShowKeyboardCues ☑ ,
<u>Control.ShowFocusCues</u> do , <u>Control.UseWaitCursor</u> do , <u>Control.Visible</u> do , <u>Control.Width</u> do ,
Control.PreferredSize ♂, Control.Padding ♂, Control.ImeMode ♂, Control.ImeModeBase ♂,
Control.PropagatingImeMode ☑, Control.BackColorChanged ☑, Control.BackgroundImageChanged ☑,
Control.BackgroundImageLayoutChanged ☑, Control.BindingContextChanged ☑,
Control.CausesValidationChanged ☑, Control.ClientSizeChanged ☑,
Control.ContextMenuStripChanged day, Control.CursorChanged day, Control.DockChanged day,
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.DragDrop do , Control.DragEnter do ,
Control.DragOver down , Control.DragLeave down , Control.GiveFeedback down , Control.HandleCreated down ,
Control.HandleDestroyed ☑, Control.HelpRequested ☑, Control.Invalidated ☑,
Control.PaddingChanged ☑, Control.Paint ☑, Control.QueryContinueDrag ☑,
```

```
Control.QueryAccessibilityHelp@, Control.DoubleClick@, Control.Enter@, Control.GotFocus@, Control.KeyDown@, Control.KeyPress@, Control.KeyUp@, Control.Layout@, Control.Leave@, Control.LostFocus@, Control.MouseClick@, Control.MouseDoubleClick@, Control.MouseEnter@, Control.MouseCaptureChanged@, Control.MouseDown@, Control.MouseEnter@, Control.MouseLeave@, Control.DpiChangedBeforeParent@, Control.DpiChangedAfterParent@, Control.MouseHover@, Control.MouseMove@, Control.MouseUp@, Control.MouseWheel@, 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@, Component.Events@, Component.Disposed@, MarshalByRefObject.GetLifetimeService()@, MarshalByRefObject.MemberwiseClone(bool)@, object.Equals(object, object)@, object.GetHashCode()@, object.GetType()@, object.GetType()@, object.ReferenceEquals(object, object)@
```

Constructors

Form1()

initialise Form Class create new instance of app canvas to allow commands to be drawn to the canvas write to debug output current version of boose.

```
public Form1()
```

Methods

Dispose(bool)

Clean up any resources being used.

```
protected override void Dispose(bool disposing)
```

Parameters

```
disposing <u>bool</u>♂
```

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

RePaint()

Redraws the picture box - updating it.

public void RePaint()

Namespace UnitTests

Classes

CanvasTest

Class allowing for unit testing of canvas commands to ensure commands work as intended

Class CanvasTest

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

Class allowing for unit testing of canvas commands to ensure commands work as intended

```
[TestClass]
public class CanvasTest
```

Inheritance

<u>object</u> < CanvasTest

Inherited Members

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

Methods

MultLine_Test()

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

drawto_sets_correct_penpos()

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

moveto_sets_correct_penpos()

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

start()

```
[TestInitialize]
public void start()
```

unrestricted_MultLine_Test()

runs unrestricted boose program commands to testcanvas

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