Namespace ASE_Assignment

Classes

AppCanvas

Implementation of ICanvas for the application form, including canvas commands processed by AppCommandFactory

AppCommandFactory

Class containing overrides to CommandFactory to enable custom commands for the app.

BOOSE Interpreter

This class contains the methods of the graphical form

Class AppCanvas

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

Implementation of ICanvas for the application form, including canvas commands processed by AppCommandFactory

```
public class AppCanvas : ICanvas
```

Inheritance

<u>object</u> < AppCanvas

Implements

ICanvas

Inherited Members

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

Constructors

AppCanvas()

Constructor for the class, which passes to the Set() method for full construction.

```
public AppCanvas()
```

Properties

PenColour

Getter and Setter for PenColour.

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

Property Value

<u>object</u> ☑

Xpos

Getter and Setter for Xpos integer.

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

Property Value

<u>int</u>♂

Ypos

Getter and Setter for Ypos integer.

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

Property Value

<u>int</u>♂

Methods

Circle(int, bool)

Method to draw a circle on the canvas.

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

Parameters

radius <u>int</u>♂

Integer value to hold the radius of the circle

filled <u>bool</u>♂

Boolean to indicate whether the drawn circle should be filled in

Exceptions

CanvasException

Thrown if a negative radius is provided

Clear()

Removes all drawings from the canvas, resetting it to its starting appearance.

```
public void Clear()
```

DrawTo(int, int)

Method to move draw a straight line using the current pen colour from the current xpos/ypos to the given position.

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

Parameters

x <u>int</u>♂

Destination xPos

y <u>int</u>♂

Destination yPos

Exceptions

CanvasException

Thrown when if user attempts to draw out of canvas bounds.

MoveTo(int, int)

Moves directly to the provided position without drawing.

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

Parameters

x <u>int</u>♂

Destination xPos

y <u>int</u>♂

Destination yPos

Exceptions

CanvasException

Thrown when if user attempts to draw out of canvas bounds.

Rect(int, int, bool)

Creates a rectangle drawing on the canvas.

```
public void Rect(int width, int height, bool filled)
```

Parameters

width <u>int</u>♂

The width of the rectangle (x-axis)

height <u>int</u>♂

The height of the rectangle (y-axis)

filled <u>bool</u>♂

Determines if the drawn rectangle is filled in

Exceptions

CanvasException

Thrown if a negative value is provided

Reset()

Moves the current Xpos/Ypos to the starting position (top-left of the canvas).

```
public void Reset()
```

Set(int, int)

Creates the canvas using the given width/length, and creates the default pen/brush used.

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

Parameters

width <u>int</u>♂

Width of the canvas.

height <u>int</u>♂

Height of the canvas

SetColour(int, int, int)

Changes the pen and brush to a new colour given an RGB value.

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

Parameters

red <u>int</u>♂

```
Red RGB component
```

```
green <u>int</u>♂
```

Green RGB component

blue <u>int</u>♂

Blue RGB component

Exceptions

 ${\sf CanvasException}$

Thrown if an invalid RGB component value is given

Tri(int, int)

Creates an upright isosceles triangle on the canvas.

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

Parameters

width <u>int</u>♂

Width of triangle's base

height $\underline{int} \, \underline{\square}$

Height starting from the triangle's base

Exceptions

 ${\sf CanvasException}$

Thrown if a negative value is provided

WriteText(string)

Writes text on the canvas in arial bold.

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

Parameters

text <u>string</u>♂

getBitmap()

Returns the current Bitmap of the canvas.

```
public object getBitmap()
```

Returns

<u>object</u>♂

Bitmap of the current canvas state.

Class AppCommandFactory

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

Class containing overrides to CommandFactory to enable custom commands for the app.

```
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()

public AppCommandFactory()

Methods

MakeCommand(string)

Override to the BOOSE Command Factory's make command that allows for new command types to be implemented

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

Parameters

$commandType \ \underline{string} \ \underline{ \ } \\$

String parameter holding the command to be created.

Returns

ICommand

ICommand object of the new command type (if successful)

Class BOOSE_Interpreter

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

This class contains the methods of the graphical form

```
public class BOOSE_Interpreter : 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() . ,
Form.CenterToScreen() ... , Form.LayoutMdi(MdiLayout) ... , Form.OnActivated(EventArgs) ... ,
Form.OnBackgroundImageLayoutChanged(EventArgs) d, Form.OnClosing(CancelEventArgs) d,
Form.OnClosed(EventArgs) <a>™</a> , Form.OnFormClosing(FormClosingEventArgs) <a>™</a> ,
<u>Form.OnFormClosed(FormClosedEventArgs)</u> 

☑ , <u>Form.OnCreateControl()</u> 
☑ ,
Form.OnDeactivate(EventArgs) ☑ , Form.OnEnabledChanged(EventArgs) ☑ , Form.OnEnter(EventArgs) ☑ ,
<u>Form.OnFontChanged(EventArgs)</u> □ , <u>Form.OnGotFocus(EventArgs)</u> □ ,
Form.OnHandleCreated(EventArgs) ☑, Form.OnHandleDestroyed(EventArgs) ☑,
Form.OnHelpButtonClicked(CancelEventArgs) d, Form.OnLayout(LayoutEventArgs) d,
Form.OnLoad(EventArgs) ☑ , Form.OnMaximizedBoundsChanged(EventArgs) ☑ ,
Form.OnMaximumSizeChanged(EventArgs) , Form.OnMinimumSizeChanged(EventArgs) ,
Form.OnInputLanguageChanged(InputLanguageChangedEventArgs) ,
Form.OnInputLanguageChanging(InputLanguageChangingEventArgs) ,
Form.OnVisibleChanged(EventArgs) , Form.OnMdiChildActivate(EventArgs) , ,
Form.OnMenuStart(EventArgs) , Form.OnMenuComplete(EventArgs) ,
Form.OnPaint(PaintEventArgs) ☑ , Form.OnResize(EventArgs) ☑ ,
```

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) , ,
<u>Form.RemoveOwnedForm(Form)</u> □, <u>Form.Select(bool, bool)</u> □,
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() ,
<u>Form.OnResizeBegin(EventArgs)</u> ♂, <u>Form.OnResizeEnd(EventArgs)</u> ♂,
Form.OnStyleChanged(EventArgs) , Form.ValidateChildren() ,
Form.ValidateChildren(ValidationConstraints) ☑ , Form.WndProc(ref Message) ☑ , Form.AcceptButton ☑ ,
Form.ActiveForm d, Form.ActiveMdiChild d, Form.AllowTransparency d, Form.AutoScroll d,
Form.AutoSize ♂, Form.AutoSizeMode ♂, Form.AutoValidate ♂, Form.BackColor ♂,
Form.FormBorderStyled, Form.CancelButtond, Form.ClientSized, Form.ControlBoxd,
Form.CreateParams☑, Form.DefaultImeMode☑, Form.DefaultSize☑, Form.DesktopBounds☑,
Form.DesktopLocation , Form.DialogResult , Form.HelpButton , Form.Icon , Form.IsMdiChild ,
Form.IsMdiContainer ☑, Form.IsRestrictedWindow ☑, Form.KeyPreview ☑, Form.Location ☑,
Form.MaximizedBounds , Form.MaximumSize , Form.MainMenuStrip , Form.MinimumSize ,
Form.MaximizeBox 7, Form.MdiChildren 7, Form.MdiChildrenMinimizedAnchorBottom 7,
Form.MdiParent , Form.MinimizeBox , Form.Modal , Form.Opacity , Form.OwnedForms ,
Form.Owner d, Form.RestoreBounds d, Form.RightToLeftLayout d, Form.ShowInTaskbar d,
Form.Showlcong, Form.ShowWithoutActivationg, Form.Sizeg, Form.SizeGripStyleg,
Form.StartPosition ☑ , Form.Text ☑ , Form.TopLevel ☑ , Form.TopMost ☑ , Form.TransparencyKey ☑ ,
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) ,
<u>ContainerControl.OnMove(EventArgs)</u> ♂, <u>ContainerControl.OnParentChanged(EventArgs)</u> ♂,
ContainerControl.PerformAutoScale() ☑ , ContainerControl.RescaleConstantsForDpi(int, int) ☑ ,
ContainerControl.Validate() ☑ , ContainerControl.Validate(bool) ☑ ,
ContainerControl.AutoScaleDimensions ☑, ContainerControl.AutoScaleFactor ☑,
ContainerControl.CanEnableImed, ContainerControl.ActiveControld,
ContainerControl.CurrentAutoScaleDimensions , ContainerControl.ParentForm ,
```

```
<u>ScrollableControl.ScrollStateAutoScrolling</u> , <u>ScrollableControl.ScrollStateHScrollVisible</u> ,
ScrollableControl.ScrollStateVScrollVisible , ScrollableControl.ScrollStateUserHasScrolled ,
ScrollableControl.ScrollStateFullDragg, ScrollableControl.GetScrollState(int)g,
ScrollableControl.OnMouseWheel(MouseEventArgs) ☑,
<u>ScrollableControl.OnRightToLeftChanged(EventArgs)</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>
ScrollableControl.OnScroll(ScrollEventArgs) , ScrollableControl.SetAutoScrollMargin(int, int) ,
ScrollableControl.SetScrollState(int, bool) , ScrollableControl.AutoScrollMargin ,
ScrollableControl.AutoScrollPosition , ScrollableControl.AutoScrollMinSize ,
<u>ScrollableControl.DisplayRectangle</u> do , <u>ScrollableControl.HScroll</u> do , <u>ScrollableControl.HorizontalScroll</u> do ,
ScrollableControl.VScrolld, ScrollableControl.VerticalScrolld, ScrollableControl.Scrolld,
<u>Control.GetAccessibilityObjectById(int)</u> , <u>Control.SetAutoSizeMode(AutoSizeMode)</u> , ,
<u>Control.GetAutoSizeMode()</u> □ , <u>Control.GetPreferredSize(Size)</u> □ ,
Control.AccessibilityNotifyClients(AccessibleEvents, int) <a>□</a> ,
Control.AccessibilityNotifyClients(AccessibleEvents, int, int) , Control.BeginInvoke(Delegate) ,
<u>Control.BeginInvoke(Action)</u> ♂, <u>Control.BeginInvoke(Delegate, params object[])</u> ♂,
<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() ☑ , Control.RaiseKeyEvent(object, KeyEventArgs) ☑ ,
Control.RaiseMouseEvent(object, MouseEventArgs) ≥ , Control.Focus() ≥ ,
<u>Control.FromChildHandle(nint)</u> ♂, <u>Control.FromHandle(nint)</u> ♂,
<u>Control.GetChildAtPoint(Point, GetChildAtPointSkip)</u> ♂, <u>Control.GetChildAtPoint(Point)</u> ♂,
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.IsInputChar(char) ♂, Control.IsInputKey(Keys) ♂, Control.IsMnemonic(char, string) ♂,
Control.LogicalToDeviceUnits(int) □, Control.LogicalToDeviceUnits(Size) □,
Control.ScaleBitmapLogicalToDevice(ref Bitmap) \( \text{\texts} \) , Control.NotifyInvalidate(Rectangle) \( \text{\texts} \) ,
Control.InvokeOnClick(Control, EventArgs) degree , Control.OnAutoSizeChanged(EventArgs) degree ,
Control.OnBackColorChanged(EventArgs) ☑, Control.OnBindingContextChanged(EventArgs) ☑,
<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.OnDockChanged(EventArgs)</u> ✓, <u>Control.OnForeColorChanged(EventArgs)</u> ✓,
Control.OnNotifyMessage(Message) ☑, Control.OnParentBackColorChanged(EventArgs) ☑,
Control.OnParentBackgroundImageChanged(EventArgs) ☑,
<u>Control.OnParentBindingContextChanged(EventArgs)</u> ♂, <u>Control.OnParentCursorChanged(EventArgs)</u> ♂,
Control.OnParentFontChanged(EventArgs) ☑, Control.OnParentForeColorChanged(EventArgs) ☑,
<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) ♂,
Control.OnDoubleClick(EventArgs) ☑, Control.OnDragEnter(DragEventArgs) ☑,
Control.OnDragOver(DragEventArgs) down, Control.OnDragLeave(EventArgs) down,
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
Control.OnKeyPress(KeyPressEventArgs) ♂, Control.OnKeyUp(KeyEventArgs) ♂,
<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) ☑ ,
<u>Control.OnMouseEnter(EventArgs)</u> ☑, <u>Control.OnMouseLeave(EventArgs)</u> ☑,
<u>Control.OnDpiChangedBeforeParent(EventArgs)</u>  , <u>Control.OnDpiChangedAfterParent(EventArgs)</u>  , ,
Control.OnMouseHover(EventArgs) ☑, Control.OnMouseMove(MouseEventArgs) ☑,
Control.OnMouseUp(MouseEventArgs) ♂,
<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) □ ,
<u>Control.RectangleToScreen(Rectangle)</u> do , <u>Control.ReflectMessage(nint, ref Message)</u> do ,
<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.SetBounds(int, int, int, int) ♂, Control.SetBounds(int, int, int, BoundsSpecified) ♂,
```

```
<u>Control.SizeFromClientSize(Size)</u> ✓ , <u>Control.SetStyle(ControlStyles, bool)</u> ✓ , <u>Control.SetTopLevel(bool)</u> ✓ ,
Control.RtlTranslateAlignment(LeftRightAlignment) 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) downward , Control.UpdateBounds(int, int, int, int, int, int) downward ,
Control.UpdateZOrder() ♂, Control.UpdateStyles() ♂, Control.OnImeModeChanged(EventArgs) ♂,
Control.AccessibilityObject ☑, Control.AccessibleDefaultActionDescription ☑,
Control.AccessibleDescription ☑, Control.AccessibleName ☑, Control.AccessibleRole ☑,
Control.AllowDrop ☑, Control.Anchor ☑, Control.AutoScrollOffset ☑, Control.LayoutEngine ☑,
Control.DataContext☑, Control.BackgroundImage☑, Control.BackgroundImageLayout☑,
Control.Bottom do , Control.Bounds do , Control.CanFocus do , Control.CanRaiseEvents do ,
Control.CanSelect do , Control.Capture do , Control.Causes Validation do ,
Control.CheckForIllegalCrossThreadCalls dots, Control.ClientRectangle dots, Control.CompanyName dots,
Control.ContainsFocus ♂, Control.ContextMenuStrip ♂, Control.Controls ♂, Control.Created ♂,
Control.Cursor dark , Control.DataBindings dark , Control.DefaultBackColor dark , Control.DefaultCursor dark ,
Control.DefaultFont domain , Control.DefaultForeColor domain , Control.DefaultMargin domain , Control.DefaultMargin domain , Control.DefaultMargin domain , Control.DefaultForeColor domain , Control domain , Co
Control.DefaultMaximumSized, Control.DefaultMinimumSized, Control.DefaultPaddingd,
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 ☑,
<u>Control.Parent</u> do , <u>Control.ProductName</u> do , <u>Control.ProductVersion</u> do , <u>Control.RecreatingHandle</u> do ,
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 ☑ ,
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.CausesValidationChanged ☑, Control.ClientSizeChanged ☑,
Control.ContextMenuStripChanged domain , Control.CursorChanged domain , Control.DockChanged domain ,
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 ☑,
```

```
<u>Control.ControlAdded</u> ☑ , <u>Control.ControlRemoved</u> ☑ , <u>Control.DataContextChanged</u> ☑ ,
Control.DragDrop , Control.DragEnter , Control.DragOver , Control.DragLeave ,
Control.GiveFeedback do , Control.HandleCreated do , Control.HandleDestroyed do ,
Control.QueryContinueDrag ☑, Control.QueryAccessibilityHelp ☑, Control.DoubleClick ☑,
Control.Enter day, Control.GotFocus day, Control.KeyDown day, Control.KeyPress day, Control.KeyUp day,
Control.Layout dots, Control.Leave dots, Control.LostFocus dots, Control.MouseClick dots, Control.LostFocus dots, Control.Leave dots, Control.Lea
Control.MouseDoubleClick day, Control.MouseCaptureChanged day, Control.MouseDown day,
Control.MouseEnter ♂, Control.MouseLeave ♂, Control.DpiChangedBeforeParent ♂,
Control.DpiChangedAfterParent ☑, Control.MouseHover ☑, Control.MouseMove ☑, Control.MouseUp ☑,
Control.MouseWheel ☑, Control.Move ☑, Control.PreviewKeyDown ☑, Control.Resize ☑,
Control. Validating ☑, Control. Validated ☑, Control. ParentChanged ☑, Control. ImeModeChanged ☑,
<u>Component.Dispose()</u> ¬, <u>Component.GetService(Type)</u> ¬, <u>Component.Container</u> ¬,
Component.DesignMode doda , Component.Events doda , Component.Disposed doda ,
<u>MarshalByRefObject.GetLifetimeService()</u> □ , <u>MarshalByRefObject.InitializeLifetimeService()</u> □ ,
MarshalByRefObject.MemberwiseClone(bool) ♂, object.Equals(object) ♂, object.Equals(object, object) ♂,
object.GetHashCode() ☑ , object.GetType() ☑ , object.MemberwiseClone() ☑ ,
object.ReferenceEquals(object, object). □
```

Constructors

BOOSE_Interpreter()

Constructor for the canvas, as well as initialising the BOOSE interpreter

```
public BOOSE Interpreter()
```

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.

Namespace AppTest

Classes

<u>AppCommandTests</u>

General UnitTesting for the BOOSE Interpreter

Class AppCommandTests

Namespace: AppTest

Assembly: AppUnitTests.dll

General UnitTesting for the BOOSE Interpreter

```
[TestClass]
public class AppCommandTests
```

Inheritance

<u>object</u> □ ← AppCommandTests

Inherited Members

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

Methods

Combined_Movement_Test()

Tests several commands at once, and then checks whether it is at the correct position after the third and final command has run.

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

CommandTestInitialize()

Initialises class functions for each unit test.

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

Drawto_Test()

Tests the drawto appearous command by running the command through the parser, then checking whether its new positions are correct.

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

Moveto_Test()

Tests the moveto appcanvas command by running the command through the parser, then checking whether its new positions are correct.

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