

Namespace ASE_Assignment_Bijesh

Classes

[MainForm](#)

The windows form which provides a GUI to use the boose interpreter and its implementations

Class MainForm

Namespace: ASE Assignment Bijesh

Assembly: ASE Assignment Bijesh.dll

The windows form which provides a GUI to use the boose interpreter and its implementations

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

Inheritance

```
object ↳ ← MarshalByRefObject ↳ ← Component ↳ ← Control ↳ ← ScrollableControl ↳ ←  
ContainerControl ↳ ← Form ↳ ← MainForm
```

Implements

```
IDropTarget ↳ , ISynchronizeInvoke ↳ , IWin32Window ↳ , IBindableComponent ↳ , IComponent ↳ ,  
IDisposable ↳ , IContainerControl ↳
```

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) ↳ ,  
Form.OnBackgroundImageLayoutChanged(EventArgs) ↳ , Form.OnClosing(CancelEventArgs) ↳ ,  
Form.OnClosed(EventArgs) ↳ , Form.OnFormClosing(FormClosingEventArgs) ↳ ,  
Form.OnFormClosed(FormClosedEventArgs) ↳ , Form.OnCreateControl() ↳ ,  
Form.OnDeactivate(EventArgs) ↳ , Form.OnEnabledChanged(EventArgs) ↳ , Form.OnEnter(EventArgs) ↳ ,  
Form.OnFontChanged(EventArgs) ↳ , Form.OnGotFocus(EventArgs) ↳ ,  
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) ↳ ,  
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) ↳ ,
```

[Form.OnRightToLeftLayoutChanged\(EventArgs\)](#) , [Form.OnShown\(EventArgs\)](#) ,
[Form.OnTextChanged\(EventArgs\)](#) , [Form.ProcessCmdKey\(ref Message, Keys\)](#) ,
[Form.ProcessDialogKey\(Keys\)](#) , [Form.ProcessDialogChar\(char\)](#) ,
[Form.ProcessKeyPreview\(ref Message\)](#) , [Form.ProcessTabKey\(bool\)](#) ,
[Form.RemoveOwnedForm\(Form\)](#) , [Form.Select\(bool, bool\)](#) ,
[Form.ScaleMinAxisSize\(float, float, bool\)](#) ,
[Form.GetScaledBounds\(Rectangle, SizeF, BoundsSpecified\)](#) ,
[Form.ScaleControl\(SizeF, BoundsSpecified\)](#) , [Form.SetBoundsCore\(int, int, int, int, BoundsSpecified\)](#) ,
[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.AutoSize](#) , [Form.AutoSizeMode](#) , [Form.AutoValidate](#) , [Form.BackColor](#) ,
[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/IsMdiContainer](#) , [Form/IsRestrictedWindow](#) , [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>ShowIcon](#) , [Form>ShowWithoutActivation](#) , [Form/Size](#) , [Form/SizeGripStyle](#) ,
[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](#) , [Form/InputLanguageChanged](#) , [Form/InputLanguageChanging](#) ,
[Form/RightToLeftLayoutChanged](#) , [Form/Shown](#) , [Form/DpiChanged](#) , [Form/ResizeBegin](#) ,
[Form/ResizeEnd](#) , [ContainerControl.OnAutoValidateChanged\(EventArgs\)](#) ,
[ContainerControl.OnMove\(EventArgs\)](#) , [ContainerControl.OnParentChanged\(EventArgs\)](#) ,
[ContainerControl.PerformLayout\(\)](#) , [ContainerControl.RescaleConstantsForDpi\(int, int\)](#) ,
[ContainerControl.Validate\(\)](#) , [ContainerControl.Validate\(bool\)](#) ,
[ContainerControl.AutoScaleDimensions](#) , [ContainerControl.AutoScaleFactor](#) ,
[ContainerControl.AutoScaleMode](#) , [ContainerControl.BindingContext](#) ,
[ContainerControl.CanEnableIme](#) , [ContainerControl.ActiveControl](#) ,
[ContainerControl.CurrentAutoScaleDimensions](#) , [ContainerControl.ParentForm](#) ,

[ScrollableControl.ScrollStateAutoScrolling](#) , [ScrollableControl.ScrollStateHScrollVisible](#) ,
[ScrollableControl.ScrollStateVScrollVisible](#) , [ScrollableControl.ScrollStateUserHasScrolled](#) ,
[ScrollableControl.ScrollStateFullDrag](#) , [ScrollableControl.GetScrollState\(int\)](#) ,
[ScrollableControl.OnMouseWheel\(MouseEventArgs\)](#) ,
[ScrollableControl.OnRightToLeftChanged\(EventArgs\)](#) ,
[ScrollableControl.OnPaintBackground\(PaintEventArgs\)](#) ,
[ScrollableControl.OnPaddingChanged\(EventArgs\)](#) , [ScrollableControl.SetDisplayRectLocation\(int, int\)](#) ,
[ScrollableControl.ScrollControlIntoView\(Control\)](#) , [ScrollableControl.ScrollToControl\(Control\)](#) ,
[ScrollableControl.OnScroll\(ScrollEventArgs\)](#) , [ScrollableControl.SetAutoScrollMargin\(int, int\)](#) ,
[ScrollableControl.SetScrollState\(int, bool\)](#) , [ScrollableControl.AutoScrollMargin](#) ,
[ScrollableControl.AutoScrollPosition](#) , [ScrollableControl.AutoScrollMinSize](#) ,
[ScrollableControl.DisplayRectangle](#) , [ScrollableControl.HScroll](#) , [ScrollableControl.HorizontalScroll](#) ,
[ScrollableControl.VScroll](#) , [ScrollableControl.VerticalScroll](#) , [ScrollableControl.Scroll](#) ,
[Control.GetAccessibilityObjectById\(int\)](#) , [Control.SetAutoSizeMode\(AutoSizeMode\)](#) ,
[Control.GetAutoSizeMode\(\)](#) , [Control.GetPreferredSize\(Size\)](#) ,
[Control.AccessibilityNotifyClients\(AccessibleEvents, int\)](#) ,
[Control.AccessibilityNotifyClients\(AccessibleEvents, int, int\)](#) , [Control.BeginInvoke\(Delegate\)](#) ,
[Control.BeginInvoke\(Action\)](#) , [Control.BeginInvoke\(Delegate, params object\[\]\)](#) ,
[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\(\)](#) , [Control.RaiseKeyEvent\(object, KeyEventArgs\)](#) ,
[Control.RaiseMouseEvent\(object, MouseEventArgs\)](#) , [Control.Focus\(\)](#) ,
[Control.FromChildHandle\(nint\)](#) , [Control.FromHandle\(nint\)](#) ,
[Control.GetChildAtPoint\(Point, GetChildAtPointSkip\)](#) , [Control.GetChildAtPoint\(Point\)](#) ,
[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\[\]\)](#) ,
[Control.Invoke<T>\(Func<T>\)](#) , [Control.InvokePaint\(Control, PaintEventArgs\)](#) ,
[Control.InvokePaintBackground\(Control, PaintEventArgs\)](#) , [Control.IsKeyLocked\(Keys\)](#) ,
[Control.IsInputChar\(char\)](#) , [Control.IsInputKey\(Keys\)](#) , [Control.IsMnemonic\(char, string\)](#) ,
[Control.LogicalToDeviceUnits\(int\)](#) , [Control.LogicalToDeviceUnits\(Size\)](#) ,
[Control.ScaleBitmapLogicalToDevice\(ref Bitmap\)](#) , [Control.NotifyInvalidate\(Rectangle\)](#) ,
[Control.InvokeOnClick\(Control, EventArgs\)](#) , [Control.OnAutoSizeChanged\(EventArgs\)](#) ,
[Control.OnBackColorChanged\(EventArgs\)](#) , [Control.OnBindingContextChanged\(EventArgs\)](#) ,
[Control.OnCausesValidationChanged\(EventArgs\)](#) , [Control.OnContextMenuStripChanged\(EventArgs\)](#) ,
[Control.OnCursorChanged\(EventArgs\)](#) , [Control.OnDataContextChanged\(EventArgs\)](#) ,

[Control.OnDockChanged\(EventArgs\)](#) , [Control.OnForeColorChanged\(EventArgs\)](#) ,
[Control.OnNotifyMessage\(Message\)](#) , [Control.OnParentBackColorChanged\(EventArgs\)](#) ,
[Control.OnParentBackgroundImageChanged\(EventArgs\)](#) ,
[Control.OnParentBindingContextChanged\(EventArgs\)](#) , [Control.OnParentCursorChanged\(EventArgs\)](#) ,
[Control.OnParentDataContextChanged\(EventArgs\)](#) , [Control.OnParentEnabledChanged\(EventArgs\)](#) ,
[Control.OnParentFontChanged\(EventArgs\)](#) , [Control.OnParentForeColorChanged\(EventArgs\)](#) ,
[Control.OnParentRightToLeftChanged\(EventArgs\)](#) , [Control.OnParentVisibleChanged\(EventArgs\)](#) ,
[Control.OnPrint\(PaintEventArgs\)](#) , [Control.OnTabIndexChanged\(EventArgs\)](#) ,
[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\(DragEventArgs\)](#) , [Control.OnDragLeave\(EventArgs\)](#) ,
[Control.OnDragDrop\(DragEventArgs\)](#) , [Control.OnGiveFeedback\(GiveFeedbackEventArgs\)](#) ,
[Control.InvokeGotFocus\(Control, EventArgs\)](#) , [Control.OnHelpRequested\(HelpEventArgs\)](#) ,
[Control.OnInvalidate\(EventArgs\)](#) , [Control.OnKeyDown\(KeyEventArgs\)](#) ,
[Control.OnKeyPress\(KeyPressEventArgs\)](#) , [Control.OnKeyUp\(KeyEventArgs\)](#) ,
[Control.OnLeave\(EventArgs\)](#) , [Control.InvokeLostFocus\(Control, EventArgs\)](#) ,
[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\(MouseEventArgs\)](#) ,
[Control.OnMouseUp\(MouseEventArgs\)](#) ,
[Control.OnQueryContinueDrag\(QueryContinueDragEventArgs\)](#) ,
[Control.OnRegionChanged\(EventArgs\)](#) , [Control.OnPreviewKeyDown\(PreviewKeyDownEventArgs\)](#) ,
[Control.OnSizeChanged\(EventArgs\)](#) , [Control.OnChangeUICues\(UICuesEventArgs\)](#) ,
[Control.OnSystemColorsChanged\(EventArgs\)](#) , [Control.OnValidating\(CancelEventArgs\)](#) ,
[Control.OnValidated\(EventArgs\)](#) , [Control.PerformLayout\(\)](#) , [Control.PerformLayout\(Control, string\)](#) ,
[Control.PointToClient\(Point\)](#) , [Control.PointToScreen\(Point\)](#) ,
[Control.PreProcessMessage\(ref Message\)](#) , [Control.PreProcessControlMessage\(ref Message\)](#) ,
[Control.ProcessKeyEventArgs\(ref Message\)](#) , [Control.ProcessKeyMessage\(ref Message\)](#) ,
[Control.RaiseDragEvent\(object, DragEventArgs\)](#) , [Control.RaisePaintEvent\(object, PaintEventArgs\)](#) ,
[Control.RecreateHandle\(\)](#) , [Control.RectangleToClient\(Rectangle\)](#) ,
[Control.RectangleToScreen\(Rectangle\)](#) , [Control.ReflectMessage\(nint, ref Message\)](#) ,
[Control.Refresh\(\)](#) , [Control.ResetMouseEventArgs\(\)](#) , [Control.ResetText\(\)](#) , [Control.ResumeLayout\(\)](#) ,
[Control.ResumeLayout\(bool\)](#) , [Control.Scale\(SizeF\)](#) , [Control.Select\(\)](#) ,
[Control.SelectNextControl\(Control, bool, bool, bool, bool\)](#) , [Control.SendToBack\(\)](#) ,
[Control.SetBounds\(int, int, int, int\)](#) , [Control.SetBounds\(int, int, int, int, BoundsSpecified\)](#) ,

[Control.SizeFromClientSize\(Size\)](#) , [Control.SetStyle\(ControlStyles, bool\)](#) , [Control.SetTopLevel\(bool\)](#) ,
[Control.RtlTranslateAlignment\(HorizontalAlignment\)](#) ,
[Control.RtlTranslateAlignment\(LeftRightAlignment\)](#) ,
[Control.RtlTranslateAlignment\(ContentAlignment\)](#) ,
[Control.RtlTranslateHorizontal\(HorizontalAlignment\)](#) ,
[Control.RtlTranslateLeftRight\(LeftRightAlignment\)](#) , [Control.RtlTranslateContent\(ContentAlignment\)](#) ,
[Control.Show\(\)](#) , [Control.SuspendLayout\(\)](#) , [Control.Update\(\)](#) , [Control.UpdateBounds\(\)](#) ,
[Control.UpdateBounds\(int, int, int, int\)](#) , [Control.UpdateBounds\(int, int, int, int, int, int\)](#) ,
[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](#) , [Control.Bounds](#) , [Control.CanFocus](#) , [Control.CanRaiseEvents](#) ,
[Control.CanSelect](#) , [Control.Capture](#) , [Control.CausesValidation](#) ,
[Control.CheckForIllegalCrossThreadCalls](#) , [Control.ClientRectangle](#) , [Control.CompanyName](#) ,
[Control.ContainsFocus](#) , [Control.ContextMenuStrip](#) , [Control.Controls](#) , [Control.Created](#) ,
[Control.Cursor](#) , [Control.DataBindings](#) , [Control.DefaultBackColor](#) , [Control.DefaultCursor](#) ,
[Control.DefaultFont](#) , [Control.DefaultForeColor](#) , [Control.DefaultMargin](#) ,
[Control.DefaultMaximumSize](#) , [Control.DefaultMinimumSize](#) , [Control.DefaultPadding](#) ,
[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.IsAncestorSiteInDesignMode](#) , [Control.IsMirrored](#) , [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](#) ,
[Control.ShowFocusCues](#) , [Control.UseWaitCursor](#) , [Control.Visible](#) , [Control.Width](#) ,
[Control.PreferredSize](#) , [Control.Padding](#) , [Control.ImeMode](#) , [Control.ImeModeBase](#) ,
[Control.PropagatingImeMode](#) , [Control.BackColorChanged](#) , [Control.BackgroundImageChanged](#) ,
[Control.BackgroundImageLayoutChanged](#) , [Control.BindingContextChanged](#) ,
[Control.CausesValidationChanged](#) , [Control.ClientSizeChanged](#) ,
[Control.ContextMenuStripChanged](#) , [Control.CursorChanged](#) , [Control.DockChanged](#) ,
[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](#) , [Control.ControlRemoved](#) , [Control.DataContextChanged](#) ,
[Control.DragDrop](#) , [Control.DragEnter](#) , [Control.DragOver](#) , [Control.DragLeave](#) ,
[Control.GiveFeedback](#) , [Control.HandleCreated](#) , [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.MouseCaptureChanged](#) , [Control.MouseDown](#) ,
[Control.MouseEnter](#) , [Control.MouseLeave](#) , [Control.DpiChangedBeforeParent](#) ,
[Control.DpiChangedAfterParent](#) , [Control.MouseHover](#) , [Control.MouseMove](#) , [Control.MouseUp](#) ,
[Control.MouseWheel](#) , [Control.Move](#) , [Control.PreviewKeyDown](#) , [Control.Resize](#) ,
[Control.ChangeUICues](#) , [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.InitializeLifetimeService\(\)](#) ,
[MarshalByRefObject.MemberwiseClone\(bool\)](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Constructors

MainForm()

The public constructor for the form. Initializes all of the factory, program and parser objects

```
public MainForm()
```

Methods

Dispose(bool)

Clean up any resources being used.

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

Parameters

disposing bool ↗

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

Namespace ASE_Assignment_Bijesh.Src

Classes

[BooseSingleRunnerForTests](#)

An encapsulated streamlined class for testing the BOOSE interpreter

[BooseWrapper](#)

An encapsulated streamlined class for running the BOOSE interpreter

Interfaces

[IBooseWrapper](#)

An interface to create a streamlined boose wrapper

Class BooseSingleRunnerForTests

Namespace: [ASE Assignment Bijesh.Src](#)

Assembly: ASE Assignment Bijesh.dll

An encapsulated streamlined class for testing the BOOSE interpreter

```
public class BooseSingleRunnerForTests
```

Inheritance

[object](#) ← BooseSingleRunnerForTests

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

BooseSingleRunnerForTests()

Public constructor

```
public BooseSingleRunnerForTests()
```

Methods

GetCurrentPosition()

```
public Point GetCursorPosition()
```

Returns

[Point](#)

RunProgram(string)

```
public void RunProgram(string program)
```

Parameters

program [string](#)

Class BooseWrapper

Namespace: [ASE Assignment Bijesh.Src](#)

Assembly: ASE Assignment Bijesh.dll

An encapsulated streamlined class for running the BOOSE interpreter

```
public class BooseWrapper : IBooseWrapper
```

Inheritance

[object](#) ← BooseWrapper

Implements

[IBooseWrapper](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Instance

```
public static BooseWrapper Instance { get; }
```

Property Value

[BooseWrapper](#)

Methods

ClearScreen()

Clears the Screen

```
public void ClearScreen()
```

GetBitmap()

Returns the bitmap of the current state of the canvas

```
public Bitmap GetBitmap()
```

Returns

[Bitmap](#)

GetCurrentPosition()

Returns the current X,Y coordinate of the virtual cursor at

```
public Point GetCursorPosition()
```

Returns

[Point](#)

GetInstance()

Returns the singleton instance as a IBooseWrapper reference

```
public static IBooseWrapper GetInstance()
```

Returns

[IBooseWrapper](#)

Reset()

Clears the Screen

```
public void Reset()
```

RunProgram(string)

Compiles and runs the program given in the program string

```
public void RunProgram(string program)
```

Parameters

program string

Interface IBooseWrapper

Namespace: [ASE Assignment Bijesh.Src](#)

Assembly: ASE Assignment Bijesh.dll

An interface to create a streamlined boose wrapper

```
public interface IBooseWrapper
```

Fields

Instance

Single static singleton instance

```
public static BooseWrapper Instance
```

Field Value

[BooseWrapper](#)

Methods

ClearScreen()

Clears the Screen

```
void ClearScreen()
```

GetBitmap()

Returns the bitmap of the current state of the canvas

```
Bitmap GetBitmap()
```

Returns

[Bitmap](#)

GetCurrentPosition()

Returns the current X,Y coordinate of the virtual cursor at

```
Point GetCurrentPosition()
```

Returns

[Point](#)

GetInstance()

Returns the static instance

```
public static abstract IBooseWrapper GetInstance()
```

Returns

[IBooseWrapper](#)

Reset()

Resets the interpreter to the starting condition

```
void Reset()
```

RunProgram(string)

Compiles and runs the program given in the program string

```
void RunProgram(string program)
```

Parameters

program string ↗

Namespace ASE_Assignment_Bijesh.Src. Command

Classes

[CommandBrushColor](#)

The brush color object returned for the brush command, changes the brush color on execution

[CommandCircle](#)

The circle object returned for the circle command. Draws a circle on execution. May be a filled circle if true is passed as second parameter.

[CommandFilledCircle](#)

The filled circle object returned for the fcircle command. Draws a filled circle on execution.

[CommandFilledRectangle](#)

The filled rectangle object returned for the fcircle command. Draws a filled rectangle on execution.

[CommandRect](#)

The rectangle object returned for the circle command. Draws a rectangle on execution. May be a filled rectangle if true is passed as second parameter.

[CommandTriangle](#)

The triangle object returned for the tri command. Draws an Isosceles triangle on execution.

[CommandWrite](#)

The write object returned for the write command.

Class CommandBrushColor

Namespace: [ASE Assignment Bijesh.Src.Command](#)

Assembly: ASE Assignment Bijesh.dll

The brush color object returned for the brush command, changes the brush color on execution

```
public class CommandBrushColor : CommandThreeParameters, ICommand
```

Inheritance

[object](#) ← Command ← CanvasCommand ← CommandOneParameter ← CommandTwoParameters ← CommandThreeParameters ← CommandBrushColor

Implements

ICommand

Inherited Members

CommandThreeParameters.param3 , CommandThreeParameters.param3unprocessed ,
CommandTwoParameters.param2 , CommandTwoParameters.param2unprocessed ,
CommandOneParameter.param1 , CommandOneParameter.param1unprocessed ,
CanvasCommand.yPos , CanvasCommand.xPos , CanvasCommand.canvas , CanvasCommand.Canvas ,
Command.program , Command.parameterList , Command.parameters , Command.paramsint ,
[Command.Set\(StoredProgram, string\)](#) , Command.Compile() , [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\(object, object\)](#)

Constructors

CommandBrushColor()

Public empty constructor

```
public CommandBrushColor()
```

CommandBrushColor(Canvas, int, int, int)

Parameterized constructor to directly create object without factory interaction

```
public CommandBrushColor(Canvas canvas, int r, int g, int b)
```

Parameters

canvas Canvas

The canvas object of the output.

r [int](#)

The red value.

g [int](#)

The green value.

b [int](#)

The blue value.

Methods

CheckParameters(string[])

Validation of the parameters

```
public override void CheckParameters(string[] parameterList)
```

Parameters

parameterList [string](#)[]

The string array of parameters.

Execute()

The Execute method called during stored program execution

```
public override void Execute()
```

Class CommandCircle

Namespace: [ASE Assignment Bijesh.Src.Command](#)

Assembly: ASE Assignment Bijesh.dll

The circle object returned for the circle command. Draws a circle on execution. May be a filled circle if true is passed as second parameter.

```
public class CommandCircle : CommandTwoParameters, ICommand
```

Inheritance

[object](#) ← Command ← CanvasCommand ← CommandOneParameter ← CommandTwoParameters ← CommandCircle

Implements

ICommand

Inherited Members

CommandTwoParameters.param2 , CommandTwoParameters.param2unprocessed ,
CommandOneParameter.param1 , CommandOneParameter.param1unprocessed ,
CanvasCommand.yPos , CanvasCommand.xPos , CanvasCommand.canvas , CanvasCommand.Canvas ,
Command.program , Command.parameterList , Command.parameters , Command.paramsint ,
[Command.Set\(StoredProgram, string\)](#) , Command.Compile() , [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\(object, object\)](#)

Constructors

CommandCircle()

```
public CommandCircle()
```

Methods

CheckParameters(string[])

Validation of the parameters

```
public override void CheckParameters(string[] parameterList)
```

Parameters

parameterList [string](#)[]

The string array of parameters.

Execute()

The Execute method called during stored program execution

```
public override void Execute()
```

Class CommandFilledCircle

Namespace: [ASE Assignment Bijesh.Src.Command](#)

Assembly: ASE Assignment Bijesh.dll

The filled circle object returned for the fcircle command. Draws a filled circle on execution.

```
public class CommandFilledCircle : CommandOneParameter, ICommand
```

Inheritance

[object](#) ← Command ← CanvasCommand ← CommandOneParameter ← CommandFilledCircle

Implements

ICommand

Inherited Members

CommandOneParameter.param1 , CommandOneParameter.param1unprocessed ,
CanvasCommand.yPos , CanvasCommand.xPos , CanvasCommand.canvas , CanvasCommand.Canvas ,
Command.program , Command.parameterList , Command.parameters , Command.paramsint ,
[Command.Set\(StoredProgram, string\)](#) , Command.Compile() , [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\(object, object\)](#)

Constructors

CommandFilledCircle()

Public empty constructor

```
public CommandFilledCircle()
```

CommandFilledCircle(Canvas, int)

Parameterized constructor to directly create object without factory interaction

```
public CommandFilledCircle(Canvas canvas, int radius)
```

Parameters

canvas Canvas

The canvas object of the output.

radius [int](#)

The radius of the circle.

Methods

CheckParameters(string[])

Validation of the parameters

```
public override void CheckParameters(string[] parameterList)
```

Parameters

parameterList [string](#)[]

The string array of parameters.

Execute()

The Execute method called during stored program execution

```
public override void Execute()
```

Class CommandFilledRectangle

Namespace: [ASE Assignment Bijesh.Src.Command](#)

Assembly: ASE Assignment Bijesh.dll

The filled circle object returned for the fcircle command. Draws a filled circle on execution.

```
public class CommandFilledRectangle : CommandTwoParameters, ICommand
```

Inheritance

[object](#) ← Command ← CanvasCommand ← CommandOneParameter ← CommandTwoParameters ← CommandFilledRectangle

Implements

ICommand

Inherited Members

CommandTwoParameters.param2 , CommandTwoParameters.param2unprocessed ,
CommandOneParameter.param1 , CommandOneParameter.param1unprocessed ,
CanvasCommand.yPos , CanvasCommand.xPos , CanvasCommand.canvas , CanvasCommand.Canvas ,
Command.program , Command.parameterList , Command.parameters , Command.paramsint ,
[Command.Set\(StoredProgram, string\)](#) , Command.Compile() , [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\(object, object\)](#)

Constructors

CommandFilledRectangle()

Public empty constructor

```
public CommandFilledRectangle()
```

CommandFilledRectangle(Canvas, int, int)

Parameterized constructor to directly create object without factory interaction

```
public CommandFilledRectangle(Canvas canvas, int width, int height)
```

Parameters

canvas Canvas

The canvas object of the output.

width [int](#)

The width of the rectangle.

height [int](#)

The height of the rectangle.

Methods

CheckParameters(string[])

Validation of the parameters

```
public override void CheckParameters(string[] parameterList)
```

Parameters

parameterList [string](#)[]

The string array of parameters.

Execute()

The Execute method called during stored program execution

```
public override void Execute()
```

Class CommandRect

Namespace: [ASE Assignment Bijesh.Src.Command](#)

Assembly: ASE Assignment Bijesh.dll

The circle object returned for the circle command. Draws a circle on execution. May be a filled circle if true is passed as second parameter.

```
public class CommandRect : CommandThreeParameters, ICommand
```

Inheritance

[object](#) ← Command ← CanvasCommand ← CommandOneParameter ← CommandTwoParameters ← CommandThreeParameters ← CommandRect

Implements

ICommand

Inherited Members

CommandThreeParameters.param3 , CommandThreeParameters.param3unprocessed ,
CommandTwoParameters.param2 , CommandTwoParameters.param2unprocessed ,
CommandOneParameter.param1 , CommandOneParameter.param1unprocessed ,
CanvasCommand.yPos , CanvasCommand.xPos , CanvasCommand.canvas , CanvasCommand.Canvas ,
Command.program , Command.parameterList , Command.parameters , Command.paramsint ,
[Command.Set\(StoredProgram, string\)](#) , Command.Compile() , [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\(object, object\)](#)

Constructors

CommandRect()

```
public CommandRect()
```

Methods

CheckParameters(string[])

Validation of the parameters

```
public override void CheckParameters(string[] parameterList)
```

Parameters

parameterList [string](#)[]

The string array of parameters.

Execute()

The Execute method called during stored program execution

```
public override void Execute()
```

Class CommandTriangle

Namespace: [ASE Assignment Bijesh.Src.Command](#)

Assembly: ASE Assignment Bijesh.dll

The triangle object returned for the tri command. Draws an Isosceles triangle on execution.

```
public class CommandTriangle : CommandTwoParameters, ICommand
```

Inheritance

[object](#) ← Command ← CanvasCommand ← CommandOneParameter ← CommandTwoParameters ← CommandTriangle

Implements

ICommand

Inherited Members

CommandTwoParameters.param2 , CommandTwoParameters.param2unprocessed ,
CommandOneParameter.param1 , CommandOneParameter.param1unprocessed ,
CanvasCommand.yPos , CanvasCommand.xPos , CanvasCommand.canvas , CanvasCommand.Canvas ,
Command.program , Command.parameterList , Command.parameters , Command.paramsint ,
[Command.Set\(StoredProgram, string\)](#) , Command.Compile() , [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\(object, object\)](#)

Constructors

CommandTriangle()

Public empty constructor

```
public CommandTriangle()
```

CommandTriangle(Canvas, int, int)

Parameterized constructor to directly create object without factory interaction

```
public CommandTriangle(Canvas canvas, int width, int height)
```

Parameters

canvas Canvas

The canvas object of the output.

width int

The width of the base of the triangle.

height int

The height of the triangle.

Methods

CheckParameters(string[])

Validation of the parameters

```
public override void CheckParameters(string[] parameterList)
```

Parameters

parameterList string[]

The string array of parameters.

Execute()

The Execute method called during stored program execution

```
public override void Execute()
```

Class CommandWrite

Namespace: [ASE Assignment Bijesh.Src.Command](#)

Assembly: ASE Assignment Bijesh.dll

The write object returned for the write command.

```
public class CommandWrite : CommandTwoParameters, ICommand
```

Inheritance

[object](#) ← Command ← CanvasCommand ← CommandOneParameter ← CommandTwoParameters ← CommandWrite

Implements

ICommand

Inherited Members

CommandTwoParameters.param2 , CommandTwoParameters.param2unprocessed ,
CommandOneParameter.param1 , CommandOneParameter.param1unprocessed ,
CanvasCommand.yPos , CanvasCommand.xPos , CanvasCommand.canvas , CanvasCommand.Canvas ,
Command.program , Command.parameterList , Command.parameters , Command.paramsint ,
[Command.Set\(StoredProgram, string\)](#) , Command.Compile() , [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\(object, object\)](#)

Constructors

CommandWrite()

Public empty constructor

```
public CommandWrite()
```

CommandWrite(Canvas)

Parameterized constructor to directly create object without factory interaction

```
public CommandWrite(Canvas canvas)
```

Parameters

canvas Canvas

Methods

CheckParameters(string[])

Validation of the parameters

```
public override void CheckParameters(string[] parameterList)
```

Parameters

parameterList string[]

Execute()

The Execute method called during stored program execution Writes the given expression after it is evaluated by the stored program

```
public override void Execute()
```

Namespace ASE_Assignment_Bijesh.Src. Components

Classes

[AppCanvas](#)

The canvas class which is to be manipulated by the BOOSE interpreter

[AppCommand](#)

Extension of the app command class, Unused, only created for study

[AppCommandFactory](#)

Uses the factory design methodology. The command factory which takes in the parsed command from the parser and then returns new objects specified by the commands

[AppParser](#)

Replaced parser for this implementation of the BOOSE interpreter.

[AppStoredProgram](#)

Replaced Implementation of the stored program class

Interfaces

[IExtendedCanvas](#)

Extended canvas interface to support additional features.

Class AppCanvas

Namespace: [ASE Assignment Bijesh.Src.Components](#)

Assembly: ASE Assignment Bijesh.dll

The canvas class which is to be manipulated by the BOOSE interpreter

```
public class AppCanvas : IExtendedCanvas, ICanvas
```

Inheritance

[object](#) ← AppCanvas

Implements

[IExtendedCanvas](#), ICanvas

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

AppCanvas()

Public constructor that calls the set function to setup the canvas

```
public AppCanvas()
```

Properties

BrushColour

Return and set the brush colour

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

Property Value

[object](#)

PenColour

Required Pen object from the interface, unused.

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

Property Value

[object](#)

Xpos

X coordinate of the current position

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

Property Value

[int](#)

Ypos

Y coordinate of the current position

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

Property Value

[int](#)

Methods

Circle(int, bool)

Draws a circle at the current position

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

Parameters

radius [int](#)

The Radius of the circle.

filled [bool](#)

The fill status of the circle if true, filled.

Clear()

Clears the screen by filling it with gray

```
public void Clear()
```

DrawTo(int, int)

Draws a line from the current position to the given end point

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

Parameters

x [int](#)

The x coordinate of the end point.

y [int](#)

The y coordinate of the end point.

MoveTo(int, int)

Sets the current position to the given point

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

Parameters

x [int](#)

The x coordinate of the given point.

y [int](#)

The y coordinate of the given point.

Rect(int, int, bool)

Draws a rectangle at the current position of the given parameters.

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

Parameters

width [int](#)

The width of the rectangle.

height [int](#)

The height of the rectangle.

filled [bool](#)

Boolean value to set the fill of the rectangle.

Reset()

Resets the current position of the cursor.

```
public void Reset()
```

Set(int, int)

Initializer for the app canvas class. Sets the canvas size, brush and color.

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

Parameters

xsize [int ↗](#)

The width of the canvas.

ysize [int ↗](#)

The height of the canvas.

SetBrushColour(int, int, int)

Changes the color of the brush given an rgb value.

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

Parameters

red [int ↗](#)

The red value.

green [int ↗](#)

The green value.

blue [int ↗](#)

The blue value.

SetColour(int, int, int)

Changes the color of the pen given an rgb value.

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

Parameters

red [int](#)

The red value.

green [int](#)

The green value.

blue [int](#)

The blue value.

Tri(int, int)

Draws a triangle at the current position with the given width and height

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

Parameters

width [int](#)

height [int](#)

WriteText(string)

Writes a string on the canvas at the current position

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

Parameters

text [string](#)

The string value to be printed.

getBitmap()

Returns the bitmap of the canvas

```
public object getBitmap()
```

Returns

object

Bitmap

Class AppCommand

Namespace: [ASE Assignment Bijesh.Src.Components](#)

Assembly: ASE Assignment Bijesh.dll

Extension of the app command class, Unused, only created for study

```
public abstract class AppCommand : Command, ICommand
```

Inheritance

[object](#) ← Command ← AppCommand

Implements

ICommand

Inherited Members

Command.program , Command.parameterList , Command.parameters , Command.paramsint ,
[Command.CheckParameters\(string\[\]\)](#) , [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\(object, object\)](#)

Constructors

AppCommand(AppStoredProgram)

Primary constructor

```
protected AppCommand(AppStoredProgram storedProgram)
```

Parameters

storedProgram [AppStoredProgram](#)

Fields

_storedProgram

The stored program reference used to reference to the command stack

```
protected AppStoredProgram _storedProgram
```

Field Value

[AppStoredProgram](#)

Properties

StoredProgram

Public setter and getter to access the Programs store

```
public AppStoredProgram StoredProgram { get; set; }
```

Property Value

[AppStoredProgram](#)

Methods

Set(AppStoredProgram, string)

Function to add the current command to the stored program

```
public void Set(AppStoredProgram Program, string Params)
```

Parameters

Program [AppStoredProgram](#)

Params [string](#)

Class AppCommandFactory

Namespace: [ASE Assignment Bijesh.Src.Components](#)

Assembly: ASE Assignment Bijesh.dll

Uses the factory design methodology. The command factory which takes in the parsed command from the parser and then returns new objects specified by the commands

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

Inheritance

[object](#) ← CommandFactory ← AppCommandFactory

Implements

ICommandFactory

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

MakeCommand(string)

Method to return the new required objects

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

Parameters

commandType [string](#)

Returns

ICommand

Class AppParser

Namespace: [ASE Assignment Bijesh.Src.Components](#)

Assembly: ASE Assignment Bijesh.dll

Replaced parser for this implementation of the BOOSE interpreter.

```
public class AppParser : IParser
```

Inheritance

[object](#) ← AppParser

Implements

IParser

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

AppParser(CommandFactory, AppStoredProgram)

The public constructor to initialize the parser with its factory and stored program

```
public AppParser(CommandFactory Factory, AppStoredProgram Program)
```

Parameters

Factory CommandFactory

Program [AppStoredProgram](#)

Methods

ParseCommand(string)

Parses the passed in single line BOOSE code into a line of BOOSE program and adds it to the list of stored programs

```
public ICommand? ParseCommand(string line)
```

Parameters

line string

One line of preprocessed BOOSE program

Returns

ICommand

Exceptions

ParserException

ParseProgram(string)

Takes in a multi-line BOOSE program string and converts it single line programs, converting any evaluations into their respective base commands and passes it to the Parse command method

```
public void ParseProgram(string program)
```

Parameters

program string

Class AppStoredProgram

Namespace: [ASE Assignment Bijesh.Src.Components](#)

Assembly: ASE Assignment Bijesh.dll

Replaced Implementation of the stored program class

```
public class AppStoredProgram : StoredProgram, IList, ICollection, IEnumerable,  
ICloneable, IStoredProgram
```

Inheritance

[object](#) ← [ArrayList](#) ← [StoredProgram](#) ← [AppStoredProgram](#)

Implements

[IList](#), [ICollection](#), [IEnumerable](#), [ICloneable](#), [IStoredProgram](#)

Inherited Members

StoredProgram.SyntaxOk , StoredProgram.AddMethod(Method) ,
StoredProgram.AddVariable(Evaluation) , [StoredProgram.GetVariable\(string\)](#) ,
[StoredProgram.GetVariable\(int\)](#) , StoredProgram.FindVariable(Evaluation) ,
[StoredProgram.FindVariable\(string\)](#) , [StoredProgram.VariableExists\(string\)](#) ,
[StoredProgram.GetVarValue\(string\)](#) , [StoredProgram.UpdateVariable\(string, int\)](#) ,
[StoredProgram.UpdateVariable\(string, double\)](#) , [StoredProgram.UpdateVariable\(string, bool\)](#) ,
[StoredProgram.DeleteVariable\(string\)](#) , [StoredProgram.IsExpression\(string\)](#) ,
[StoredProgram.EvaluateExpressionWithString\(string\)](#) , [StoredProgram.EvaluateExpression\(string\)](#) ,
StoredProgram.Add(Command) , StoredProgram.NextCommand() , StoredProgram.Commandsleft() ,
StoredProgram.PC , [ArrayList.Adapter\(IList\)](#) , [ArrayList.Add\(object\)](#) ,
[ArrayList.AddRange\(ICollection\)](#) , [ArrayList.BinarySearch\(int, int, object, IComparer\)](#) ,
[ArrayList.BinarySearch\(object\)](#) , [ArrayList.BinarySearch\(object, IComparer\)](#) , [ArrayList.Clear\(\)](#) ,
[ArrayList.Clone\(\)](#) , [ArrayList.Contains\(object\)](#) , [ArrayList.CopyTo\(Array\)](#) ,
[ArrayList.CopyTo\(Array, int\)](#) , [ArrayList.CopyTo\(int, Array, int, int\)](#) , [ArrayList.FixedSize\(ArrayList\)](#) ,
[ArrayList.FixedSize\(IList\)](#) , [ArrayList.GetEnumerator\(\)](#) , [ArrayList.GetEnumerator\(int, int\)](#) ,
[ArrayList.GetRange\(int, int\)](#) , [ArrayList.IndexOf\(object\)](#) , [ArrayList.IndexOf\(object, int\)](#) ,
[ArrayList.IndexOf\(object, int, int\)](#) , [ArrayList.Insert\(int, object\)](#) ,
[ArrayList.InsertRange\(int, ICollection\)](#) , [ArrayList.LastIndexOf\(object\)](#) ,
[ArrayList.LastIndexOf\(object, int\)](#) , [ArrayList.LastIndexOf\(object, int, int\)](#) ,
[ArrayList.ReadOnly\(ArrayList\)](#) , [ArrayList.ReadOnly\(IList\)](#) , [ArrayList.Remove\(object\)](#) ,
[ArrayList.RemoveAt\(int\)](#) , [ArrayList.RemoveRange\(int, int\)](#) , [ArrayList.Repeat\(object, int\)](#) ,
[ArrayList.Reverse\(\)](#) , [ArrayList.Reverse\(int, int\)](#) , [ArrayList.SetRange\(int, ICollection\)](#) ,
[ArrayList.Sort\(\)](#) , [ArrayList.Sort\(IComparer\)](#) , [ArrayList.Sort\(int, int, IComparer\)](#) ,

[ArrayList.Synchronized\(ArrayList\)](#) , [ArrayList.Synchronized\(IList\)](#) , [ArrayList.ToArray\(\)](#) ,
[ArrayList.ToArray\(Type\)](#) , [ArrayList.TrimToSize\(\)](#) , [ArrayList.Capacity](#) , [ArrayList.Count](#) ,
[ArrayList.IsFixedSize](#) , [ArrayList.IsReadOnly](#) , [ArrayList.IsSynchronized](#) , [ArrayList.this\[int\]](#) ,
[ArrayList.SyncRoot](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Remarks

Default constructor, just initializes the base class

Constructors

AppStoredProgram(ICanvas)

Replaced Implementation of the stored program class

```
public AppStoredProgram(ICanvas canvas)
```

Parameters

`canvas` ICanvas

Remarks

Default constructor, just initializes the base class

Methods

AddMethod(EvaluationMethod)

Add a method into the methods list TODO: overwrite or replace methods of the same name for the latter declaration

```
public void AddMethod(EvaluationMethod method)
```

Parameters

method [EvaluationMethod](#)

GetMethod(string)

Finds a method by its name

```
public EvaluationMethod GetMethod(string MethodName)
```

Parameters

MethodName [string](#)

Returns

[EvaluationMethod](#)

The method

Exceptions

StoredProgramException

Pop()

Remove the top program from the program conditional commands stack

```
public override ConditionalCommand Pop()
```

Returns

ConditionalCommand

BOOSE Conditional Command Object

Exceptions

StoredProgramException

Push(ConditionalCommand)

Insert a Conditional command into the command program stack

```
public override void Push(ConditionalCommand Com)
```

Parameters

Com ConditionalCommand

ResetProgram()

Resets the program to the initial state

```
public override void ResetProgram()
```

Run()

Run the program using the compiled programs list

```
public override void Run()
```

Exceptions

StoredProgramException

Interface IExtendedCanvas

Namespace: [ASE Assignment Bijesh.Src.Components](#)

Assembly: ASE Assignment Bijesh.dll

Extended canvas interface to support additional features.

```
public interface IExtendedCanvas : ICanvas
```

Inherited Members

[ICanvas.Set\(int, int\)](#) , [ICanvas.SetColour\(int, int, int\)](#) , [ICanvas.MoveTo\(int, int\)](#) ,
[ICanvas.DrawLine\(int, int\)](#) , [ICanvas.DrawTo\(int, int\)](#) , [ICanvas.Clear\(\)](#) , [ICanvas.Reset\(\)](#) , [ICanvas.Circle\(int, bool\)](#) ,
[ICanvas.Rect\(int, int, bool\)](#) , [ICanvas.Tri\(int, int\)](#) , [ICanvas.WriteText\(string\)](#) , [ICanvas.getBitmap\(\)](#) ,
ICanvas.Xpos , ICanvas.Ypos , ICanvas.PenColour

Properties

BrushColour

Return and set the brush colour

```
object BrushColour { get; set; }
```

Property Value

[object](#)

Methods

SetBrushColour(int, int, int)

Change the color of the brush used for text and filled shapes

```
void SetBrushColour(int red, int green, int blue)
```

Parameters

red [int ↗](#)

green [int ↗](#)

blue [int ↗](#)

Namespace ASE_Assignment_Bijesh.Src. Conditionals

Classes

[AppCompoundCommand](#)

The replaced Compound command implementation from the BOOSE library, Currently unused, was just used for study

[AppConditionalCommand](#)

The replaced conditional command implementation from the BOOSE library, Currently unused, was just used for study

Enums

[AppConditionalCommand.ConditionalTypes](#)

Specifies the conditional types

Class AppCompoundCommand

Namespace: [ASE Assignment Bijesh.Src.Conditionals](#)

Assembly: ASE Assignment Bijesh.dll

The replaced Compound command implementation from the BOOSE library, Currently unused, was just used for study

```
public class AppCompoundCommand : AppConditionalCommand, ICommand
```

Inheritance

[object](#) ← Command ← Evaluation ← Boolean ← ConditionalCommand ← [AppConditionalCommand](#) ← AppCompoundCommand

Implements

ICommand

Inherited Members

ConditionalCommand.endLineNumber , ConditionalCommand.EndLineNumber ,
ConditionalCommand.Condition , ConditionalCommand.LineNumber , ConditionalCommand.CondType ,
ConditionalCommand.ReturnLineNumber , Boolean.BoolValue , Evaluation.expression ,
Evaluation.evaluatedExpression , Evaluation.varName , Evaluation.value ,
[Evaluation.CheckParameters\(string\[\]\)](#) , [Evaluation.ProcessExpression\(string\)](#) , Evaluation.Expression ,
Evaluation.VarName , Evaluation.Value , Evaluation.Local , Command.program , Command.parameterList ,
Command.parameters , Command.paramsint , [Command.Set\(StoredProgram, string\)](#) ,
[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\(object, object\)](#)

Methods

Compile()

Compiles the conditional command and its it on the program stack

```
public override void Compile()
```

Execute()

Execute method which runs during stored program execution

```
public override void Execute()
```

Restrictions()

Remove the restrictions

```
public override void Restrictions()
```

Class AppConditionalCommand

Namespace: [ASE Assignment Bijesh.Src.Conditionals](#)

Assembly: ASE Assignment Bijesh.dll

The replaced conditional command implementation from the BOOSE library, Currently unused, was just used for study

```
public class AppConditionalCommand : ConditionalCommand, ICommand
```

Inheritance

[object](#) ← Command ← Evaluation ← Boolean ← ConditionalCommand ← AppConditionalCommand

Implements

ICommand

Derived

[AppCompoundCommand](#)

Inherited Members

ConditionalCommand.endLineNumber , ConditionalCommand.EndLineNumber ,
ConditionalCommand.Condition , ConditionalCommand.LineNumber , ConditionalCommand.CondType ,
ConditionalCommand.ReturnLineNumber , Boolean.BoolValue , Evaluation.expression ,
Evaluation.evaluatedExpression , Evaluation.varName , Evaluation.value ,
[Evaluation.CheckParameters\(string\[\]\)](#) , [Evaluation.ProcessExpression\(string\)](#) , Evaluation.Expression ,
Evaluation.VarName , Evaluation.Value , Evaluation.Local , Command.program , Command.parameterList ,
Command.parameters , Command.paramsint , [Command.Set\(StoredProgram, string\)](#) ,
[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\(object, object\)](#)

Methods

Compile()

Compiles the program and pushes it into the stack

```
public override void Compile()
```

Execute()

The execute function which runs during program execution

```
public override void Execute()
```

Restrictions()

Removes the restrictions of the base class

```
public override void Restrictions()
```

Enum AppConditionalCommand.ConditionalTypes

Namespace: [ASE Assignment Bijesh.Src.Conditionals](#)

Assembly: ASE Assignment Bijesh.dll

Specifies the conditional types

```
public enum AppConditionalCommand.ConditionalTypes
```

Fields

commFor = 2

commIF = 0

commWhile = 1

Namespace ASE_Assignment_Bijesh.Src. Evaluations

Classes

[EvaluationArray](#)

The replaced implementation of the array class. Accepts an array of type Int and Real Only reduces/removes the restrictions for now.

[EvaluationBool](#)

Replaced implementation of the Boolean class Just removes the number of instances limit restriction

[EvaluationCall](#)

Replaced Implementation of the call function to support the rewritten Evaluation Methods class

[EvaluationElse](#)

Replaced implementation of the else command, reduces the restrictions. Must be used alongside an if command

[EvaluationEnd](#)

Replaced implementation of the end command, reduces the restrictions. Must be used at the end of a conditional or a method command block

[EvaluationFor](#)

Replaced implementation of the for command, reduces the restrictions. Allows the program to create a for loop

[EvaluationIf](#)

Replaced implementation of the if command, reduces the restrictions. Allows conditional branching

[EvaluationInt](#)

Replaced implementation of the Int command, reduces the restrictions. Used to store and retrieve integer variables and their values.

[EvaluationIntRewrite](#)

Rewrite of the int class without inheriting Int, not used due to issues with the stored program

[EvaluationMethod](#)

[EvaluationReal](#)

Replaced implementation of the Real command, reduces the restrictions. Used to store and retrieve real number variables and their values.

[EvaluationWhile](#)

Replaced implementation of the While command, reduces the restrictions. Used to create while loops in the interpreter. Needs to be accompanied by an end command

Class EvaluationArray

Namespace: [ASE Assignment Bijesh.Src.Evaluations](#)

Assembly: ASE Assignment Bijesh.dll

The replaced implementation of the array class. Accepts an array of type Int and Real Only reduces/removes the restrictions for now.

```
public class EvaluationArray : Array, ICommand
```

Inheritance

[object](#) ← Command ← Evaluation ← Array ← EvaluationArray

Implements

ICommand

Inherited Members

Array.PEEK , Array.POKE , Array.type , Array.rows , Array.columns , Array.valueInt , Array.valueReal ,
Array.intArray , Array.realArray , Array.pokeValue , Array.peekVar , Array.rowS , Array.columnS , Array.row ,
Array.column , Array.ArrayRestrictions() , Array.ReduceRestrictionCounter() , Array.Compile() ,
[Array.CheckParameters\(string\[\]\)](#) , Array.Execute() , [Array.ProcessArrayParametersCompile\(bool\)](#) ,
[Array.ProcessArrayParametersExecute\(bool\)](#) , [Array.SetIntArray\(int, int, int\)](#) ,
[Array.SetRealArray\(double, int, int\)](#) , [Array.GetIntArray\(int, int\)](#) , [Array.GetRealArray\(int, int\)](#) ,
Array.Rows , Array.Columns , Evaluation.expression , Evaluation.evaluatedExpression ,
Evaluation.varName , Evaluation.value , [Evaluation.ProcessExpression\(string\)](#) , Evaluation.Expression ,
Evaluation.VarName , Evaluation.Value , Evaluation.Local , Command.program , Command.parameterList ,
Command.parameters , Command.paramsint , [Command.Set\(StoredProgram, string\)](#) ,
[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\(object, object\)](#)

Constructors

EvaluationArray()

Public Constructor, just reduces the restriction counter.

```
public EvaluationArray()
```

Class EvaluationBool

Namespace: [ASE Assignment Bijesh.Src.Evaluations](#)

Assembly: ASE Assignment Bijesh.dll

Replaced implementation of the Boolean class Just removes the number of instances limit restriction

```
public class EvaluationBool : Boolean, ICommand
```

Inheritance

[object](#) ← Command ← Evaluation ← Boolean ← EvaluationBool

Implements

ICommand

Inherited Members

Boolean.Compile() , Boolean.Execute() , Boolean.BoolValue , Evaluation.expression ,
Evaluation.evaluatedExpression , Evaluation.varName , Evaluation.value ,
[Evaluation.CheckParameters\(string\[\]\)](#) , [Evaluation.ProcessExpression\(string\)](#) , Evaluation.Expression ,
Evaluation.VarName , Evaluation.Value , Evaluation.Local , Command.program , Command.parameterList ,
Command.parameters , Command.paramsint , [Command.Set\(StoredProgram, string\)](#) ,
[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\(object, object\)](#)

Methods

Restrictions()

Removes the restrictions on the base boolean class by overriding it

```
public override void Restrictions()
```

Class EvaluationCall

Namespace: [ASE Assignment Bijesh.Src.Evaluations](#)

Assembly: ASE Assignment Bijesh.dll

Replaced Implementation of the call function to support the rewritten Evaluation Methods class

```
public class EvaluationCall : Call, ICommand
```

Inheritance

[object](#) ← Command ← Evaluation ← Boolean ← ConditionalCommand ← CompoundCommand ← Call ← EvaluationCall

Implements

ICommand

Inherited Members

Call.methodName , CompoundCommand.ReduceRestrictions() ,
[CompoundCommand.CheckParameters\(string\[\]\)](#) , CompoundCommand.CorrespondingCommand ,
ConditionalCommand.endLineNumber , ConditionalCommand.EndLineNumber ,
ConditionalCommand.Condition , ConditionalCommand.LineNumber , ConditionalCommand.CondType ,
ConditionalCommand.ReturnLineNumber , Boolean.BoolValue , Evaluation.expression ,
Evaluation.evaluatedExpression , Evaluation.varName , Evaluation.value ,
[Evaluation.ProcessExpression\(string\)](#) , Evaluation.Expression , Evaluation.VarName , Evaluation.Value ,
Evaluation.Local , Command.program , Command.parameterList , Command.parameters ,
Command.paramsint , [Command.Set\(StoredProgram, string\)](#) , [Command.ProcessParameters\(string\)](#) ,
Command.ToString() , Command.Program , Command.Name , Command.ParameterList ,
Command.Parameters , Command.Parmsint , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Constructors

EvaluationCall()

The empty constructor, upcasts the base stored program object into an AppStoredProgram object.

```
public EvaluationCall()
```

Methods

Compile()

Creates method objects to store in the program stack. Reduces the restriction counter of the base class.

```
public override void Compile()
```

Execute()

The Execute method called during stored program execution finds and executes the method as a program.

```
public override void Execute()
```

Restrictions()

Just removes the restrictions from the compound command class

```
public override void Restrictions()
```

Class EvaluationElse

Namespace: [ASE Assignment Bijesh.Src.Evaluations](#)

Assembly: ASE Assignment Bijesh.dll

Replaced implementation of the else command, reduces the restrictions. Must be used alongside an if command

```
public class EvaluationElse : Else, ICommand
```

Inheritance

[object](#) ← Command ← Evaluation ← Boolean ← ConditionalCommand ← CompoundCommand ← Else ← EvaluationElse

Implements

ICommand

Inherited Members

[Else.CheckParameters\(string\[\]\)](#) , Else.Compile() , Else.Execute() , Else.CorrectingEnd ,
CompoundCommand.ReduceRestrictions() , CompoundCommand.CorrectingCommand ,
ConditionalCommand.endLineNumber , ConditionalCommand.EndLineNumber ,
ConditionalCommand.Condition , ConditionalCommand.LineNumber , ConditionalCommand.CondType ,
ConditionalCommand.ReturnLineNumber , Boolean.BoolValue , Evaluation.expression ,
Evaluation.evaluatedExpression , Evaluation.varName , Evaluation.value ,
[Evaluation.ProcessExpression\(string\)](#) , Evaluation.Expression , Evaluation.VarName , Evaluation.Value ,
Evaluation.Local , Command.program , Command.parameterList , Command.parameters ,
Command.paramsint , [Command.Set\(StoredProgram, string\)](#) , [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\(object, object\)](#)

Constructors

EvaluationElse()

Public Constructor, just reduces the restriction counter.

```
public EvaluationElse()
```

Methods

Restrictions()

Removes the restrictions on the base class by overriding it

```
public override void Restrictions()
```

Class EvaluationEnd

Namespace: [ASE Assignment Bijesh.Src.Evaluations](#)

Assembly: ASE Assignment Bijesh.dll

Replaced implementation of the end command, reduces the restrictions. Must be used at the end of a conditional or a method command block

```
public class EvaluationEnd : End, ICommand
```

Inheritance

[object](#) ← Command ← Evaluation ← Boolean ← ConditionalCommand ← CompoundCommand ← End ← EvaluationEnd

Implements

ICommand

Inherited Members

End.Compile() , CompoundCommand.ReduceRestrictions() ,
[CompoundCommand.CheckParameters\(string\[\]\)](#) , CompoundCommand.CorrectingCommand ,
ConditionalCommand.endLineNumber , ConditionalCommand.EndLineNumber ,
ConditionalCommand.Condition , ConditionalCommand.LineNumber , ConditionalCommand.CondType ,
ConditionalCommand.ReturnLineNumber , Boolean.BoolValue , Evaluation.expression ,
Evaluation.evaluatedExpression , Evaluation.varName , Evaluation.value ,
[Evaluation.ProcessExpression\(string\)](#) , Evaluation.Expression , Evaluation.VarName , Evaluation.Value ,
Evaluation.Local , Command.program , Command.parameterList , Command.parameters ,
Command.paramsint , [Command.Set\(StoredProgram, string\)](#) , [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\(object, object\)](#)

Constructors

EvaluationEnd()

Public Constructor, just reduces the restriction counter.

```
public EvaluationEnd()
```

Methods

Execute()

Method called when the End method is executed in the BOOSE Program

```
public override void Execute()
```

Restrictions()

Removes the restrictions on the base class by overriding it

```
public override void Restrictions()
```

Class EvaluationFor

Namespace: [ASE Assignment Bijesh.Src.Evaluations](#)

Assembly: ASE Assignment Bijesh.dll

Replaced implementation of the for command, reduces the restrictions. Allows the program to create a for loop

```
public class EvaluationFor : For, ICommand
```

Inheritance

[object](#) ← Command ← Evaluation ← Boolean ← ConditionalCommand ← For ← EvaluationFor

Implements

ICommand

Inherited Members

For.Compile() , For.Execute() , For.LoopControlV , For.From , For.To , For.Step ,
ConditionalCommand.endLineNumber , ConditionalCommand.EndLineNumber ,
ConditionalCommand.Condition , ConditionalCommand.LineNumber , ConditionalCommand.CondType ,
ConditionalCommand.ReturnLineNumber , Boolean.BoolValue , Evaluation.expression ,
Evaluation.evaluatedExpression , Evaluation.varName , Evaluation.value ,
[Evaluation.CheckParameters\(string\[\]\)](#) , [Evaluation.ProcessExpression\(string\)](#) , Evaluation.Expression ,
Evaluation.VarName , Evaluation.Value , Evaluation.Local , Command.program , Command.parameterList ,
Command.parameters , Command.paramsint , [Command.Set\(StoredProgram, string\)](#) ,
[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\(object, object\)](#)

Methods

Restrictions()

Removes the restrictions on the base class by overriding it

```
public override void Restrictions()
```

Class EvaluationIf

Namespace: [ASE Assignment Bijesh.Src.Evaluations](#)

Assembly: ASE Assignment Bijesh.dll

Replaced implementation of the if command, reduces the restrictions. Allows conditional branching

```
public class EvaluationIf : If, ICommand
```

Inheritance

[object](#) ← Command ← Evaluation ← Boolean ← ConditionalCommand ← CompoundCommand ← If ← EvaluationIf

Implements

ICommand

Inherited Members

CompoundCommand.ReduceRestrictions() , [CompoundCommand.CheckParameters\(string\[\]\)](#) ,
CompoundCommand.Compile() , CompoundCommand.CorrespondingCommand ,
ConditionalCommand.endLineNumber , ConditionalCommand.Execute() ,
ConditionalCommand.EndLineNumber , ConditionalCommand.Condition ,
ConditionalCommand.LineNumber , ConditionalCommand.CondType ,
ConditionalCommand.ReturnLineNumber , Boolean.BoolValue , Evaluation.expression ,
Evaluation.evaluatedExpression , Evaluation.varName , Evaluation.value ,
[Evaluation.ProcessExpression\(string\)](#) , Evaluation.Expression , Evaluation.VarName , Evaluation.Value ,
Evaluation.Local , Command.program , Command.parameterList , Command.parameters ,
Command.paramsint , [Command.Set\(StoredProgram, string\)](#) , [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\(object, object\)](#)

Constructors

EvaluationIf()

Public Constructor, just reduces the restriction counter.

```
public EvaluationIf()
```

Methods

Restrictions()

Removes the restrictions on the base class by overriding it

```
public override void Restrictions()
```

Class EvaluationInt

Namespace: [ASE Assignment Bijesh.Src.Evaluations](#)

Assembly: ASE Assignment Bijesh.dll

Replaced implementation of the Int command, reduces the restrictions. Used to store and retrieve integer variables and their values.

```
public class EvaluationInt : Int, ICommand
```

Inheritance

[object](#) ← Command ← Evaluation ← Int ← EvaluationInt

Implements

ICommand

Inherited Members

Evaluation.expression , Evaluation.evaluatedExpression , Evaluation.varName , Evaluation.value ,
[Evaluation.CheckParameters\(string\[\]\)](#) , [Evaluation.ProcessExpression\(string\)](#) , Evaluation.Expression ,
Evaluation.VarName , Evaluation.Value , Evaluation.Local , Command.program , Command.parameterList ,
Command.parameters , Command.paramsint , [Command.Set\(StoredProgram, string\)](#) ,
[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\(object, object\)](#)

Methods

Compile()

Compiles the Int into the program stack

```
public override void Compile()
```

Execute()

The Execute method called during program execution, evaluates and attempts to save an int variable

```
public override void Execute()
```

Exceptions

StoredProgramException

Restrictions()

Removes the restrictions on the base class by overriding it

```
public override void Restrictions()
```

Class EvaluationIntRewrite

Namespace: [ASE Assignment Bijesh.Src.Evaluations](#)

Assembly: ASE Assignment Bijesh.dll

Rewrite of the int class without inheriting Int, not used due to issues with the stored program

```
public class EvaluationIntRewrite : Evaluation, ICommand
```

Inheritance

[object](#) ← Command ← Evaluation ← EvaluationIntRewrite

Implements

ICommand

Inherited Members

Evaluation.expression , Evaluation.evaluatedExpression , Evaluation.varName , Evaluation.value ,
[Evaluation.CheckParameters\(string\[\]\)](#) , [Evaluation.ProcessExpression\(string\)](#) , Evaluation.Expression ,
Evaluation.VarName , Evaluation.Value , Evaluation.Local , Command.program , Command.parameterList ,
Command.parameters , Command.paramsint , [Command.Set\(StoredProgram, string\)](#) ,
[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\(object, object\)](#)

Constructors

EvaluationIntRewrite()

Public constructor

```
public EvaluationIntRewrite()
```

Methods

Compile()

Adds the program to the program stack to compile it

```
public override void Compile()
```

Execute()

The method called during execution of the program

```
public override void Execute()
```

Exceptions

StoredProgramException

Class EvaluationMethod

Namespace: [ASE Assignment Bijesh.Src.Evaluations](#)

Assembly: ASE Assignment Bijesh.dll

```
public class EvaluationMethod : CompoundCommand, ICommand
```

Inheritance

[object](#) ← Command ← Evaluation ← Boolean ← ConditionalCommand ← CompoundCommand ← EvaluationMethod

Implements

ICommand

Inherited Members

CompoundCommand.ReduceRestrictions() , [CompoundCommand.CheckParameters\(string\[\]\)](#) ,
CompoundCommand.CorrectingCommand , ConditionalCommand.endLineNumber ,
ConditionalCommand.EndLineNumber , ConditionalCommand.Condition ,
ConditionalCommand.LineNumber , ConditionalCommand.CondType ,
ConditionalCommand.ReturnLineNumber , Boolean.BoolValue , Evaluation.expression ,
Evaluation.evaluatedExpression , Evaluation.varName , Evaluation.value ,
[Evaluation.ProcessExpression\(string\)](#) , Evaluation.Expression , Evaluation.VarName , Evaluation.Value ,
Evaluation.Local , Command.program , Command.parameterList , Command.parameters ,
Command.paramsint , [Command.Set\(StoredProgram, string\)](#) , [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\(object, object\)](#)

Constructors

EvaluationMethod()

```
public EvaluationMethod()
```

Properties

LocalVariables

The array to store the local variables

```
public string[] LocalVariables { get; }
```

Property Value

[string](#)[]

MethodName

Public access to the private method name

```
public string MethodName { get; }
```

Property Value

[string](#)[]

Type

The return type of the program

```
public string Type { get; }
```

Property Value

[string](#)[]

Methods

Compile()

Compiles the method and sets the beginning and returning line numbers and sets up the local variables

```
public override void Compile()
```

Exceptions

CommandException

Execute()

The method that runs during program execution

```
public override void Execute()
```

Restrictions()

Removes the restrictions on the base class by overriding it

```
public override void Restrictions()
```

Class EvaluationReal

Namespace: [ASE Assignment Bijesh.Src.Evaluations](#)

Assembly: ASE Assignment Bijesh.dll

Replaced implementation of the Real command, reduces the restrictions. Used to store and retrieve real number variables and their values.

```
public class EvaluationReal : Real, ICommand
```

Inheritance

[object](#) ← Command ← Evaluation ← Real ← EvaluationReal

Implements

ICommand

Inherited Members

Real.Compile() , Real.Execute() , Real.Value , Evaluation.expression , Evaluation.evaluatedExpression , Evaluation.varName , Evaluation.value , [Evaluation.CheckParameters\(string\[\]\)](#) , [Evaluation.ProcessExpression\(string\)](#) , Evaluation.Expression , Evaluation.VarName , Evaluation.Local , Command.program , Command.parameterList , Command.parameters , Command.paramsint , [Command.Set\(StoredProgram, string\)](#) , [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\(object, object\)](#)

Methods

Restrictions()

Removes the restrictions on the base class by overriding it

```
public override void Restrictions()
```

Class EvaluationWhile

Namespace: [ASE Assignment Bijesh.Src.Evaluations](#)

Assembly: ASE Assignment Bijesh.dll

Replaced implementation of the While command, reduces the restrictions. Used to create while loops in the interpreter. Needs to be accompanied by an end command

```
public class EvaluationWhile : While, ICommand
```

Inheritance

[object](#) ← Command ← Evaluation ← Boolean ← ConditionalCommand ← CompoundCommand ← While ← EvaluationWhile

Implements

ICommand

Inherited Members

CompoundCommand.ReduceRestrictions() , [CompoundCommand.CheckParameters\(string\[\]\)](#) ,
CompoundCommand.Compile() , CompoundCommand.CorrespondingCommand ,
ConditionalCommand.endLineNumber , ConditionalCommand.Execute() ,
ConditionalCommand.EndLineNumber , ConditionalCommand.Condition ,
ConditionalCommand.LineNumber , ConditionalCommand.CondType ,
ConditionalCommand.ReturnLineNumber , Boolean.BoolValue , Evaluation.expression ,
Evaluation.evaluatedExpression , Evaluation.varName , Evaluation.value ,
[Evaluation.ProcessExpression\(string\)](#) , Evaluation.Expression , Evaluation.VarName , Evaluation.Value ,
Evaluation.Local , Command.program , Command.parameterList , Command.parameters ,
Command.paramsint , [Command.Set\(StoredProgram, string\)](#) , [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\(object, object\)](#)

Constructors

EvaluationWhile()

Public Constructor, just reduces the restriction counter.

```
public EvaluationWhile()
```

Methods

Restrictions()

Removes the restrictions on the base class by overriding it

```
public override void Restrictions()
```

Namespace ASE_Assignment_Bijesh_Tests

Classes

[CommandCircleTests](#)

The Unit tests for the CommandCircle Class

[MainAppTests](#)

The Unit tests for the Mainform Class but tests the overall BOOSE System implementation.

Class CommandCircleTests

Namespace: [ASE Assignment Bijesh Tests](#)

Assembly: ASE Assignment Tests.dll

The Unit tests for the CommandCircle Class

```
[TestClass]
public class CommandCircleTests
```

Inheritance

[object](#) ← CommandCircleTests

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

CheckParameters_InvalidParameterCount_ThrowsException()

Checks if wrong parameter count throws exception

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

CheckParameters_ValidParameterCount_DoesNotThrowException()

Checks if correct parameter doesn't throw exception

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

Class MainAppTests

Namespace: [ASE Assignment Bijesh Tests](#)

Assembly: ASE Assignment Tests.dll

The Unit tests for the Mainform Class but tests the overall BOOSE System implementation.

```
[TestClass]  
public class MainAppTests
```

Inheritance

[object](#) ← MainAppTests

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

TestDrawToMainProgram()

Tests the drawto command passed through the parser

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

TestMoveToMainProgram()

Tests the moveto command passed through the parser

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

TestMultiLineMainProgram()

Tests system by passing in a multiline program

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

Namespace ASE_Assignment_Tests.Command Tests

Classes

[CommandBrushColorTests](#)

The Unit tests for the CommandBrushColor Class

[CommandFilledCircleTests](#)

The Unit tests for the CommandFilledCircle Class

[CommandFilledRectangleTests](#)

The Unit tests for the CommandFilledRectangle Class

[CommandRectTests](#)

The Unit tests for the CommandRect Class

[CommandTriangleTests](#)

The Unit tests for the CommandTriangle Class

[CommandWriteTests](#)

The Unit tests for the CommandWrite Class

[EvaluationArrayTests](#)

The Unit tests for the EvaluationArray Class

[EvaluationBoolTests](#)

The Unit tests for the EvaluationBool Class

[EvaluationElseTests](#)

The Unit tests for the EvaluationElse Class

[EvaluationEndTests](#)

The Unit tests for the EvaluationEnd Class

[EvaluationForTests](#)

The Unit tests for the EvaluationFor Class

[EvaluationIfTests](#)

The Unit tests for the EvaluationIf Class

[EvaluationIntTests](#)

The Unit tests for the EvaluationInt Class

EvaluationMethodTests

The Unit tests for the EvaluationMethod Class

EvaluationRealTests

The Unit tests for the EvaluationReal Class

EvaluationWhileTests

The Unit tests for the EvaluationWhile Class

Class CommandBrushColorTests

Namespace: [ASE Assignment Tests.CommandTests](#)

Assembly: ASE Assignment Tests.dll

The Unit tests for the CommandBrushColor Class

```
[TestClass]
public class CommandBrushColorTests
```

Inheritance

[object](#) ← CommandBrushColorTests

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

CheckParameters_InvalidParameterCount_ThrowsException()

Checks if wrong parameter count throws exception

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

CheckParameters_ValidParameterCount_DoesNotThrowException()

Checks if correct parameter doesn't throw exception

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

Class CommandFilledCircleTests

Namespace: [ASE Assignment Tests.CommandTests](#)

Assembly: ASE Assignment Tests.dll

The Unit tests for the CommandFilledCircle Class

```
[TestClass]
public class CommandFilledCircleTests
```

Inheritance

[object](#) ← CommandFilledCircleTests

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

[CheckParameters_InvalidParameterCount_ThrowsException\(\)](#)

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

[CheckParameters_ValidParameterCount_DoesNotThrowException\(\)](#)

Checks if correct parameter doesn't throw exception

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

Class CommandFilledRectangleTests

Namespace: [ASE Assignment Tests.CommandTests](#)

Assembly: ASE Assignment Tests.dll

The Unit tests for the CommandFilledRectangle Class

```
[TestClass]
public class CommandFilledRectangleTests
```

Inheritance

[object](#) ← CommandFilledRectangleTests

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

CheckParameters_InvalidParameterCount_ThrowsException()

Checks if wrong parameter count throws exception

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

CheckParameters_ValidParameterCount_DoesNotThrowException()

Checks if correct parameter doesn't throw exception

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

Class CommandRectTests

Namespace: [ASE Assignment Tests.CommandTests](#)

Assembly: ASE Assignment Tests.dll

The Unit tests for the CommandRect Class

```
[TestClass]
public class CommandRectTests
```

Inheritance

[object](#) ← CommandRectTests

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

CheckParameters_InvalidParameterCount_ThrowsException()

Checks if wrong parameter count throws exception

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

CheckParameters_ValidParameterCount_DoesNotThrowException()

Checks if correct parameter doesn't throw exception

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

Class CommandTriangleTests

Namespace: [ASE Assignment Tests.CommandTests](#)

Assembly: ASE Assignment Tests.dll

The Unit tests for the CommandTriangle Class

```
[TestClass]
public class CommandTriangleTests
```

Inheritance

[object](#) ← CommandTriangleTests

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

CheckParameters_InvalidParameterCount_ThrowsException()

Checks if wrong parameter count throws exception

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

CheckParameters_ValidParameterCount_DoesNotThrowException()

Checks if correct parameter doesn't throw exception

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

Class CommandWriteTests

Namespace: [ASE Assignment Tests.CommandTests](#)

Assembly: ASE Assignment Tests.dll

The Unit tests for the CommandWrite Class

```
[TestClass]  
public class CommandWriteTests
```

Inheritance

[object](#) ← CommandWriteTests

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

CheckParameters_InvalidParameterCount_ThrowsException()

Checks if wrong parameter count throws exception

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

CheckParameters_ValidParameterCount_DoesNotThrowException()

Checks if correct parameter doesn't throw exception

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

Class EvaluationArrayTests

Namespace: [ASE Assignment Tests.CommandTests](#)

Assembly: ASE Assignment Tests.dll

The Unit tests for the EvaluationArray Class

```
[TestClass]
public class EvaluationArrayTests
```

Inheritance

[object](#) ← EvaluationArrayTests

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

CheckObjectCreation()

Checks if the class objects can be initialized

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

CheckObjectCreationRestriction()

Checks if the restrictions are overridden by initializing 1000 objects

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

Class EvaluationBoolTests

Namespace: [ASE Assignment Tests.CommandTests](#)

Assembly: ASE Assignment Tests.dll

The Unit tests for the EvaluationBool Class

```
[TestClass]
public class EvaluationBoolTests
```

Inheritance

[object](#) ← EvaluationBoolTests

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

CheckObjectCreation()

Checks if the class objects can be initialized

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

CheckObjectCreationRestriction()

Checks if the class objects can be initialized

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

Class EvaluationElseTests

Namespace: [ASE Assignment Tests.CommandTests](#)

Assembly: ASE Assignment Tests.dll

The Unit tests for the EvaluationElse Class

```
[TestClass]
public class EvaluationElseTests
```

Inheritance

[object](#) ← EvaluationElseTests

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

CheckObjectCreation()

Checks if the class objects can be initialized

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

CheckObjectCreationRestriction()

Checks if the restrictions are overridden by initializing 1000 objects

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

Class EvaluationEndTests

Namespace: [ASE Assignment Tests.CommandTests](#)

Assembly: ASE Assignment Tests.dll

The Unit tests for the EvaluationEnd Class

```
[TestClass]
public class EvaluationEndTests
```

Inheritance

[object](#) ← EvaluationEndTests

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

CheckObjectCreation()

Checks if the class objects can be initialized

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

CheckObjectCreationRestriction()

Checks if the restrictions are overridden by initializing 1000 objects

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

MatchedEndDoesNotThrowException()

Checks if matched end doesn't throw exception

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

UnmatchedEndThrowsException()

Checks if unmatched ends throw exception

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

Class EvaluationForTests

Namespace: [ASE Assignment Tests.CommandTests](#)

Assembly: ASE Assignment Tests.dll

The Unit tests for the EvaluationFor Class

```
[TestClass]
public class EvaluationForTests
```

Inheritance

[object](#) ← EvaluationForTests

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

CheckObjectCreation()

Checks if the class objects can be initialized

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

CheckObjectCreationRestriction()

Checks if the restrictions are overridden by initializing 1000 objects

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

CorrectForDoesNotThrowException()

Checks correct for declaration doesn't throw exception

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

IncorrectForThrowsException()

Checks if incorrect for declaration throw exception

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

Class EvaluationIfTests

Namespace: [ASE Assignment Tests.CommandTests](#)

Assembly: ASE Assignment Tests.dll

The Unit tests for the EvaluationIf Class

```
[TestClass]
public class EvaluationIfTests
```

Inheritance

[object](#) ← EvaluationIfTests

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

CheckObjectCreation()

Checks if the class objects can be initialized

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

CheckObjectCreationRestriction()

Checks if the restrictions are overridden by initializing 1000 objects

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

MatchedIfDoesNotThrowException()

Checks if matched if doesn't throw exception

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

UnmatchedIfThrowsException()

Checks if unmatched if throw exception

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

Class EvaluationIntTests

Namespace: [ASE Assignment Tests.CommandTests](#)

Assembly: ASE Assignment Tests.dll

The Unit tests for the EvaluationInt Class

```
[TestClass]  
public class EvaluationIntTests
```

Inheritance

[object](#) ← EvaluationIntTests

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

CheckObjectCreation()

Checks if the class objects can be initialized

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

CheckObjectCreationRestriction()

Checks if the restrictions are overridden by initializing 1000 objects

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

InvalidValueThrowsException()

Checks if invalid value throws exception

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

ValidValueDoesNotThrowException()

Checks if valid value doesn't throw exception

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

Class EvaluationMethodTests

Namespace: [ASE Assignment Tests.CommandTests](#)

Assembly: ASE Assignment Tests.dll

The Unit tests for the EvaluationMethod Class

```
[TestClass]
public class EvaluationMethodTests
```

Inheritance

[object](#) ← EvaluationMethodTests

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

CheckObjectCreation()

Checks if the class objects can be initialized

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

CheckObjectCreationRestriction()

Checks if the restrictions are overridden by initializing 1000 objects

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

InvalidDeclarationThrowsException()

Checks if invalid declaration throws exception

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

ValidDeclarationDoesNotThrowException()

Checks if valid declaration end doesn't throw exception

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

Class EvaluationRealTests

Namespace: [ASE Assignment Tests.CommandTests](#)

Assembly: ASE Assignment Tests.dll

The Unit tests for the EvaluationReal Class

```
[TestClass]
public class EvaluationRealTests
```

Inheritance

[object](#) ← EvaluationRealTests

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

CheckObjectCreation()

Checks if the class objects can be initialized

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

CheckObjectCreationRestriction()

Checks if the restrictions are overridden by initializing 1000 objects

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

InvalidValueThrowsException()

Checks if invalid value throws exception

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

ValidValueDoesNotThrowException()

Checks if valid value doesn't throw exception

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

Class EvaluationWhileTests

Namespace: [ASE Assignment Tests.CommandTests](#)

Assembly: ASE Assignment Tests.dll

The Unit tests for the EvaluationWhile Class

```
[TestClass]
public class EvaluationWhileTests
```

Inheritance

[object](#) ← EvaluationWhileTests

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

CheckObjectCreation()

Checks if the class objects can be initialized

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

CheckObjectCreationRestriction()

Checks if the restrictions are overridden by initializing 1000 objects

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

InvalidDeclarationThrowsException()

Checks if incorrect declaration throw exception

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

ValidDeclarationDoesNotThrowException()

Checks correct for declaration doesn't throw exception

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

Namespace ASE_Assignment_Tests.Component Tests

Classes

[AppCanvasTests](#)

The Unit tests for the AppCanvas Class. Tests the final positions of the cursor after the methods are called.

[AppCommandFactoryTests](#)

The Unit tests for the CommandFactory Class. Checks the factory return types.

[AppParserTests](#)

The Unit tests for the AppParser Class. Tests the returned objects and program parsing.

[AppStoredProgramTests](#)

The Unit tests for the AppStoredProgram Class. Checks the exceptions from the class.

Class AppCanvasTests

Namespace: [ASE Assignment Tests.ComponentTests](#)

Assembly: ASE Assignment Tests.dll

The Unit tests for the AppCanvas Class. Tests the final positions of the cursor after the methods are called.

```
[TestClass]  
public class AppCanvasTests
```

Inheritance

[object](#) ← AppCanvasTests

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

TestBitmap()

Tests the get bitmap function

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

TestChangeBrushColour()

Tests the changing the brush colour externally

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

TestChangePenColour()

Tests the changing the pen colour externally

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

TestCircle()

Tests the circle method

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

TestCircleFilled()

Tests the circle method with fill true

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

TestClear()

Tests the canvas clear method

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

TestDrawToCanvas()

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

TestMoveToCanvas()

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

TestMultiLineMainProgram()

Tests system by passing in a multiline program

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

TestRect()

Tests the Rectangle method

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

TestRectFilled()

Tests the Rectangle method with fill true

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

TestResetCanvas()

Tests the canvas reset method

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

TestSetCanvas()

Tests the set canvas method

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

TestTriangle()

Tests the Triangle

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

TestWriteText()

Tests the write text method

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

Class AppCommandFactoryTests

Namespace: [ASE Assignment Tests.ComponentTests](#)

Assembly: ASE Assignment Tests.dll

The Unit tests for the CommandFactory Class. Checks the factory return types.

```
[TestClass]
public class AppCommandFactoryTests
```

Inheritance

[object](#) ← AppCommandFactoryTests

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

CheckReturnTypeBrush()

Checks if the Command Factory properly returns Brush object

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

CheckReturnTypeCircle()

Checks if the Command Factory properly returns Circle object

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

CheckReturnTypeEvaluationArray()

Checks if the Command Factory properly returns EvaluationArray object

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

CheckReturnTypeEvaluationCall()

Checks if the Command Factory properly returns EvaluationCall object

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

CheckReturnTypeEvaluationElse()

Checks if the Command Factory properly returns EvaluationElse object

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

CheckReturnTypeEvaluationEnd()

Checks if the Command Factory properly returns EvaluationEnd object

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

CheckReturnTypeEvaluationFor()

Checks if the Command Factory properly returns EvaluationFor object

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

CheckReturnTypeEvaluationIf()

Checks if the Command Factory properly returns EvaluationIf object

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

CheckReturnTypeEvaluationInt()

Checks if the Command Factory properly returns EvaluationInt object

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

CheckReturnTypeEvaluationMethod()

Checks if the Command Factory properly returns EvaluationMethod object

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

CheckReturnTypeEvaluationReal()

Checks if the Command Factory properly returns EvaluationReal object

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

CheckReturnTypeFilledCircle()

Checks if the Command Factory properly returns Filled Circle object

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

CheckReturnTypeFilledRectangle()

Checks if the Command Factory properly returns Filled Rectangle object

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

CheckReturnTypeRectangle()

Checks if the Command Factory properly returns Rectangle object

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

CheckReturnTypeTriangle()

Checks if the Command Factory properly returns Triangle object

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

CheckReturnTypeWrite()

Checks if the Command Factory properly returns Write object

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

Class AppParserTests

Namespace: [ASE Assignment Tests.ComponentTests](#)

Assembly: ASE Assignment Tests.dll

The Unit tests for the AppParser Class. Tests the returned objects and program parsing.

```
[TestClass]  
public class AppParserTests
```

Inheritance

[object](#) ← AppParserTests

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

CheckBadCommand()

Checks if the Parser properly throws exception on illegal commands

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

CheckMultiLineProgram()

Checks if the Parser properly parses a multi-line program

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

CheckReturnTypeBrush()

Checks if the Parser properly returns Brush object

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

CheckReturnTypeCircle()

Checks if the Parser properly returns circle object

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

CheckReturnTypeEvaluationArray()

Checks if the Parser properly returns EvaluationArray object

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

CheckReturnTypeEvaluationCall()

Checks if the Parser properly returns EvaluationCall object

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

CheckReturnTypeEvaluationElse()

Checks if the Parser properly returns EvaluationElse object

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

CheckReturnTypeEvaluationFor()

Checks if the Parser properly returns EvaluationFor object

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

CheckReturnTypeEvaluationIf()

Checks if the Parser properly returns EvaluationIf object

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

CheckReturnTypeEvaluationInt()

Checks if the Parser properly returns EvaluationInt object

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

CheckReturnTypeEvaluationMethod()

Checks if the Parser properly returns EvaluationMethod object

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

CheckReturnTypeEvaluationReal()

Checks if the Parser properly returns EvaluationReal object

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

CheckReturnTypeFilledCircle()

Checks if the Parser properly returns filled circle object

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

CheckReturnTypeFilledRectangle()

Checks if the Parser properly returns filled rectangle object

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

CheckReturnTypeRectangle()

Checks if the Parser properly returns rectangle object

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

CheckReturnTypeTriangle()

Checks if the Parser properly returns Triangle object

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

CheckReturnTypeWrite()

Checks if the Parser properly returns Write object

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

CheckSyntaxError()

Checks if the Parser properly throws exception on syntax errors

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

Class AppStoredProgramTests

Namespace: [ASE Assignment Tests.ComponentTests](#)

Assembly: ASE Assignment Tests.dll

The Unit tests for the AppStoredProgram Class. Checks the exceptions from the class.

```
[TestClass]  
public class AppStoredProgramTests
```

Inheritance

[object](#) ← AppStoredProgramTests

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

PushAndPopConditionalCommand()

Checks if the push and pop can properly work for conditional commands

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

ResetProgramRunsWithoutException()

Checks if the program can reset without exception

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

RunProgramRunsWithoutException()

Checks if an empty program runs without exception

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

TestAddAndRemoveProgram()

Checks if the program can add and remove command programs

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

TestAddMethod()

Checks if methods can be added to the program

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

Namespace ASE_Assignment_Tests.Evaluation Tests

Classes

[BooseWrapperTests](#)

The Unit tests for the Boose Wrapper class.

[EvaluationCallTests](#)

The Unit tests for the EvaluationCall Class

Class BoozeWrapperTests

Namespace: [ASE Assignment Tests.EvaluationTests](#)

Assembly: ASE Assignment Tests.dll

The Unit tests for the Booze Wrapper class.

```
[TestClass]
public class BoozeWrapperTests
```

Inheritance

[object](#) ← BoozeWrapperTests

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

TestArrayEvaluation()

Tests the array evaluation command creation

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

TestBrush()

Tests the brush command creation

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

TestCircle()

Tests the circle command creation

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

TestDrawToMainProgram()

Tests the drawto command passed through the parser

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

TestElseEvaluation()

Tests the else evaluation command creation

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

TestFilledCircle()

Tests the filled circle command creation

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

TestFilledRectangle()

Tests the filled rectangle command creation

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

TestForEvaluation()

Tests the for evaluation command creation

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

TestIfEvaluation()

Tests the if evaluation command creation

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

TestIntEvaluation()

Tests the int evaluation command creation

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

TestMethodEvaluation()

Tests the method evaluation command creation

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

TestMoveToMainProgram()

Tests the moveto command passed through the parser

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

TestMultiLineMainProgram()

Tests system by passing in a multiline program

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

TestRealEvaluation()

Tests the real evaluation command creation

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

TestRectangle()

Tests the rectangle command creation

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

TestTriangle()

Tests the triangle command creation

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

TestWrite()

Tests the write command creation

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

Class EvaluationCallTests

Namespace: [ASE Assignment Tests.EvaluationTests](#)

Assembly: ASE Assignment Tests.dll

The Unit tests for the EvaluationCall Class

```
[TestClass]
public class EvaluationCallTests
```

Inheritance

[object](#) ← EvaluationCallTests

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

CheckObjectCreation()

Checks if the class objects can be initialized

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

CheckObjectCreationRestriction()

Checks if the restrictions are overridden by initializing 1000 objects

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

CheckParameters_InvalidParameterCount_ThrowsException()

Checks if wrong parameter count throws exception

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

Namespace BoozeWebApp.Server

Classes

[WeatherForecast](#)

Default generated when starting this project by visual studio. Gave errors while removing so had to keep it in for some reason.

Class WeatherForecast

Namespace: [BooseWebApp.Server](#)

Assembly: BooseWebApp.Server.dll

Default generated when starting this project by visual studio. Gave errors while removing so had to keep it in for some reason.

```
public class WeatherForecast
```

Inheritance

[object](#) ← WeatherForecast

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Date

```
public DateOnly Date { get; set; }
```

Property Value

[DateOnly](#)

Summary

```
public string? Summary { get; set; }
```

Property Value

[string](#)

TemperatureC

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

Property Value

[int ↗](#)

TemperatureF

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

Property Value

[int ↗](#)

Namespace BoozeWebApp.Server.Controllers

Classes

[BoozeController](#)

REST backend for running the booze interpreter

Class BooseController

Namespace: [BooseWebApp.Server.Controllers](#)

Assembly: BooseWebApp.Server.dll

REST backend for running the boose interpreter

```
[ApiController]
[Route("[controller]")]
public class BooseController : ControllerBase
```

Inheritance

[object](#) ← [ControllerBase](#) ← BooseController

Inherited Members

[ControllerBase.StatusCode\(int\)](#) , [ControllerBase.StatusCode\(int, object\)](#) ,
[ControllerBase.Content\(string\)](#) , [ControllerBase.Content\(string, string\)](#) ,
[ControllerBase.Content\(string, string, Encoding\)](#) ,
[ControllerBase.Content\(string, MediaTypeHeaderValue\)](#) , [ControllerBase.NoContent\(\)](#) ,
[ControllerBase.Ok\(\)](#) , [ControllerBase.Ok\(object\)](#) , [ControllerBase.Redirect\(string\)](#) ,
[ControllerBase.RedirectPermanent\(string\)](#) , [ControllerBase.RedirectPreserveMethod\(string\)](#) ,
[ControllerBase.RedirectPermanentPreserveMethod\(string\)](#) , [ControllerBase.LocalRedirect\(string\)](#) ,
[ControllerBase.LocalRedirectPermanent\(string\)](#) , [ControllerBase.LocalRedirectPreserveMethod\(string\)](#) ,
[ControllerBase.LocalRedirectPermanentPreserveMethod\(string\)](#) , [ControllerBase.RedirectToAction\(\)](#) ,
[ControllerBase.RedirectToAction\(string\)](#) , [ControllerBase.RedirectToAction\(string, object\)](#) ,
[ControllerBase.RedirectToAction\(string, string\)](#) ,
[ControllerBase.RedirectToAction\(string, string, object\)](#) ,
[ControllerBase.RedirectToAction\(string, string, string\)](#) ,
[ControllerBase.RedirectToAction\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToActionPreserveMethod\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, object\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string, string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string, object\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToActionPermanentPreserveMethod\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToRoute\(string\)](#) , [ControllerBase.RedirectToRoute\(object\)](#) ,
[ControllerBase.RedirectToRoute\(string, object\)](#) , [ControllerBase.RedirectToRoute\(string, string\)](#) ,

[ControllerBase.RedirectToRoute\(string, object, string\)](#) ,
 [ControllerBase.RedirectToRoutePreserveMethod\(string, object, string\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(object\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string, object\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string, string\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string, object, string\)](#) ,
 [ControllerBase.RedirectToRoutePermanentPreserveMethod\(string, object, string\)](#) ,
 [ControllerBase.RedirectToPage\(string\)](#) , [ControllerBase.RedirectToPage\(string, object\)](#) ,
 [ControllerBase.RedirectToPage\(string, string\)](#) , [ControllerBase.RedirectToPage\(string, string, object\)](#) ,
 [ControllerBase.RedirectToPage\(string, string, string\)](#) ,
 [ControllerBase.RedirectToPage\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, object\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePreserveMethod\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePermanentPreserveMethod\(string, string, object, string\)](#) ,
 [ControllerBase.File\(byte\[\], string\)](#) , [ControllerBase.File\(byte\[\], string, bool\)](#) ,
 [ControllerBase.File\(byte\[\], string, string\)](#) , [ControllerBase.File\(byte\[\], string, string, bool\)](#) ,
 [ControllerBase.File\(byte\[\], string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.File\(byte\[\], string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(byte\[\], string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.File\(byte\[\], string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(Stream, string\)](#) , [ControllerBase.File\(Stream, string, bool\)](#) ,
 [ControllerBase.File\(Stream, string, string\)](#) , [ControllerBase.File\(Stream, string, string, bool\)](#) ,
 [ControllerBase.File\(Stream, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.File\(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.File\(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(string, string\)](#) , [ControllerBase.File\(string, string, bool\)](#) ,
 [ControllerBase.File\(string, string, string\)](#) , [ControllerBase.File\(string, string, string, bool\)](#) ,
 [ControllerBase.File\(string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.File\(string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(string, string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.File\(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.PhysicalFile\(string, string\)](#) , [ControllerBase.PhysicalFile\(string, string, bool\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, bool\)](#) ,

[ControllerBase.PhysicalFile\(string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.Unauthorized\(\)](#) , [ControllerBase.Unauthorized\(object\)](#) , [ControllerBase.NotFound\(\)](#) ,
 [ControllerBase.NotFound\(object\)](#) , [ControllerBase.BadRequest\(\)](#) ,
 [ControllerBase.BadRequest\(object\)](#) , [ControllerBase.BadRequest\(ModelStateDictionary\)](#) ,
 [ControllerBase.UnprocessableEntity\(\)](#) , [ControllerBase.UnprocessableEntity\(object\)](#) ,
 [ControllerBase.UnprocessableEntity\(ModelStateDictionary\)](#) , [ControllerBase.Conflict\(\)](#) ,
 [ControllerBase.Conflict\(object\)](#) , [ControllerBase.Conflict\(ModelStateDictionary\)](#) ,
 [ControllerBase.Problem\(string, string, int?, string, string\)](#) ,
 [ControllerBase.ValidationProblem\(ValidationProblemDetails\)](#) ,
 [ControllerBase.ValidationProblem\(ModelStateDictionary\)](#) , [ControllerBase.ValidationProblem\(\)](#) ,
 [ControllerBase.ValidationProblem\(string, string, int?, string, string, ModelStateDictionary\)](#) ,
 [ControllerBase.Created\(\)](#) , [ControllerBase.Created\(string, object\)](#) ,
 [ControllerBase.Created\(Uri, object\)](#) , [ControllerBase.CreatedAtAction\(string, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, object, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, string, object, object\)](#) ,
 [ControllerBase.CreatedAtRoute\(string, object\)](#) , [ControllerBase.CreatedAtRoute\(object, object\)](#) ,
 [ControllerBase.CreatedAtRoute\(string, object, object\)](#) , [ControllerBase.Accepted\(\)](#) ,
 [ControllerBase.Accepted\(object\)](#) , [ControllerBase.Accepted\(Uri\)](#) , [ControllerBase.Accepted\(string\)](#) ,
 [ControllerBase.Accepted\(string, object\)](#) , [ControllerBase.Accepted\(Uri, object\)](#) ,
 [ControllerBase.AcceptedAtAction\(string\)](#) , [ControllerBase.AcceptedAtAction\(string, string\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, object\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, string, object\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, object, object\)](#) ,
 [ControllerBase.AcceptedAtRoute\(object\)](#) , [ControllerBase.AcceptedAtRoute\(string\)](#) ,
 [ControllerBase.AcceptedAtRoute\(string, object\)](#) , [ControllerBase.AcceptedAtRoute\(object, object\)](#) ,
 [ControllerBase.AcceptedAtRoute\(string, object, object\)](#) , [ControllerBase.Challenge\(\)](#) ,
 [ControllerBase.Challenge\(params string\[\]\)](#) , [ControllerBase.Challenge\(AuthenticationProperties\)](#) ,
 [ControllerBase.Challenge\(AuthenticationProperties, params string\[\]\)](#) , [ControllerBase.Forbid\(\)](#) ,
 [ControllerBase.Forbid\(params string\[\]\)](#) , [ControllerBase.Forbid\(AuthenticationProperties\)](#) ,
 [ControllerBase.Forbid\(AuthenticationProperties, params string\[\]\)](#) ,
 [ControllerBase.SignIn\(ClaimsPrincipal\)](#) , [ControllerBase.SignIn\(ClaimsPrincipal, string\)](#) ,
 [ControllerBase.SignIn\(ClaimsPrincipal, AuthenticationProperties\)](#) ,
 [ControllerBase.SignIn\(ClaimsPrincipal, AuthenticationProperties, string\)](#) , [ControllerBase.SignOut\(\)](#) ,
 [ControllerBase.SignOut\(AuthenticationProperties\)](#) , [ControllerBase.SignOut\(params string\[\]\)](#) ,
 [ControllerBase.SignOut\(AuthenticationProperties, params string\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel\)](#) ,

[ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, params Expression<Func<TModel, object>>\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider, params Expression<Func<TModel, object>>\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryUpdateModelAsync\(object, Type, string\)](#) ,
 [ControllerBase.TryUpdateModelAsync\(object, Type, string, IValueProvider, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryValidateModel\(object\)](#) , [ControllerBase.TryValidateModel\(object, string\)](#) ,
 [ControllerBase.HttpContext](#) , [ControllerBase.Request](#) , [ControllerBase.Response](#) ,
 [ControllerBase.RouteData](#) , [ControllerBase.ModelState](#) , [ControllerBase.ControllerContext](#) ,
 [ControllerBase.MetadataProvider](#) , [ControllerBase.ModelBinderFactory](#) , [ControllerBase.Url](#) ,
 [ControllerBase.ObjectValidator](#) , [ControllerBase.ProblemDetailsFactory](#) , [ControllerBase.User](#) ,
 [ControllerBase.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
 [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
 [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

BooseController(ILocator<BooseController>, BooseWrapper, IBooseProgramRepository)

Public constructor to initialize the boose interpreter and repository

```
public BooseController(ILocator<BooseController> logger, BooseWrapper booseInterpreter,  
IBooseProgramRepository booseProgramRepository)
```

Parameters

logger [ILocator](#)< [BooseController](#)>

booseInterpreter [BooseWrapper](#)

booseProgramRepository [IBooseProgramRepository](#)

Methods

DeleteProgram(int)

Delete a saved program by its program ID

```
[HttpDelete("DeleteProgram/{program_id}")]
public Task<IActionResult> DeleteProgram(int program_id)
```

Parameters

program_id [int](#)

Returns

[Task](#) <[IActionResult](#)>

Success or failed message

GetPrograms()

Get request to get all the saved programs from the repository

```
[HttpGet("GetPrograms")]
public Task<IActionResult> GetPrograms()
```

Returns

[Task](#) <[IActionResult](#)>

Array of program objects in JSON format

RunCommand(CommandInput)

Post request to run commands and return the output image and message

```
[HttpPost("RunCommand")]
public IActionResult RunCommand(CommandInput input)
```

Parameters

input [CommandInput](#)

Returns

[IActionResult](#)

JSON with base64 encoded image and message

SaveProgram(BooseProgram)

Post request to save the program to the database passed in as JSON

```
[HttpPost("SaveProgram")]
public Task<IActionResult> SaveProgram(BooseProgram program)
```

Parameters

program [BooseProgram](#)

Returns

[Task](#) <[IActionResult](#)>

The saved program JSON

Namespace BoozeWebApp.Server.Models

Classes

[BoozeProgram](#)

Entity to store booze programs in the database

[CommandInput](#)

Model to accept commands

[CommandOutput](#)

Model to send JSON output by the REST API

Interfaces

[IBoozeProgramRepository](#)

Interface for the Booze Programs Repository

Class BooseProgram

Namespace: [BooseWebApp.Server.Models](#)

Assembly: BooseWebApp.Server.dll

Entity to store boose programs in the database

```
[Table("BooseProgram")]
public class BooseProgram
```

Inheritance

[object](#) ← BooseProgram

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Program_Code

```
[MaxLength(4000)]
public string Program_Code { get; set; }
```

Property Value

[string](#)

Program_Name

```
[NotNull]
[MaxLength(100)]
public string Program_Name { get; set; }
```

Property Value

[string](#) ↗

Program_id

```
[PrimaryKey]  
[AutoIncrement]  
public int Program_id { get; set; }
```

Property Value

[int](#) ↗

Class CommandInput

Namespace: [BooseWebApp.Server.Models](#)

Assembly: BooseWebApp.Server.dll

Model to accept commands

```
public class CommandInput
```

Inheritance

[object](#) ← CommandInput

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Command

```
public string Command { get; set; }
```

Property Value

[string](#)

Class CommandOutput

Namespace: [BooseWebApp.Server.Models](#)

Assembly: BooseWebApp.Server.dll

Model to send JSON output by the REST API

```
public class CommandOutput
```

Inheritance

[object](#) ← CommandOutput

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

ImageBase64

```
public string ImageBase64 { get; set; }
```

Property Value

[string](#)

Message

```
public string Message { get; set; }
```

Property Value

[string](#)

Interface IBooseProgramRepository

Namespace: [BooseWebApp.Server.Models](#)

Assembly: BooseWebApp.Server.dll

Interface for the Boose Programs Repository

```
public interface IBooseProgramRepository
```

Methods

AddAsync(BooseProgram)

```
Task AddAsync(BooseProgram user)
```

Parameters

`user` [BooseProgram](#)

Returns

[Task](#)

DeleteAsync(int)

```
Task DeleteAsync(int id)
```

Parameters

`id` [int](#)

Returns

[Task](#)

GetAllAsync()

Task<List<BooseProgram>> GetAllAsync()

Returns

[Task](#) <[List](#) <[BooseProgram](#)>>

GetByIdAsync(int)

Task<BooseProgram> GetByIdAsync([int](#) id)

Parameters

[id](#) [int](#)

Returns

[Task](#) <[BooseProgram](#)>

GetByProgramNameAsync(string)

Task<BooseProgram> GetByProgramNameAsync([string](#) programName)

Parameters

[programName](#) [string](#)

Returns

[Task](#) <[BooseProgram](#)>

UpdateAsync(BooseProgram)

Task [UpdateAsync](#)(BooseProgram user)

Parameters

user [BooseProgram](#)

Returns

[Task](#) ↗

Namespace BoozeWebApp.Server.Repositories

Classes

[BoozeProgramRepository](#)

Interface for the Booze Programs Repository

Class BoozeProgramRepository

Namespace: [BoozeWebApp.Server.Repositories](#)

Assembly: BoozeWebApp.Server.dll

Interface for the Booze Programs Repository

```
public class BoozeProgramRepository : IBoozeProgramRepository
```

Inheritance

[object](#) ← BoozeProgramRepository

Implements

[IBoozeProgramRepository](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

BoozeProgramRepository()

Public Constructor to initialize the db and make the tables

```
public BoozeProgramRepository()
```

Methods

AddAsync(BoozeProgram)

Adds the program to the database

```
public Task AddAsync(BoozeProgram program)
```

Parameters

program [BooseProgram](#)

Returns

[Task](#)

The added program

DeleteAsync(int)

Deletes the program specified by id

```
public Task DeleteAsync(int id)
```

Parameters

[id](#) [int](#)

Program id

Returns

[Task](#)

GetAllAsync()

Gets all saved programs

```
public Task<List<BooseProgram>> GetAllAsync()
```

Returns

[Task](#) <[List](#) <[BooseProgram](#)>>

GetByIdAsync(int)

Gets program by id

```
public Task<BooseProgram> GetByIdAsync(int id)
```

Parameters

id [int](#)

Returns

[Task](#) <[BooseProgram](#)>

A program with the id

GetByProgramNameAsync(string)

```
public Task<BooseProgram> GetByProgramNameAsync(string programName)
```

Parameters

programName [string](#)

Returns

[Task](#) <[BooseProgram](#)>

UpdateAsync(BooseProgram)

Updates the program specified

```
public Task UpdateAsync(BooseProgram program)
```

Parameters

program [BooseProgram](#)

Returns

[Task](#)

