Namespace ASE_BOOSE_Assignment

Classes

<u>booseGUI</u>

Windows form which holds the GUI events to run code, clear code and output to the screen.

Class booseGUI

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

Windows form which holds the GUI events to run code, clear code and output to the screen.

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

Inheritance

```
<u>object</u> ← <u>MarshalByRefObject</u> ← <u>Component</u> ← <u>Control</u> ← <u>ScrollableControl</u> ← <u>ContainerControl</u> ← <u>Form</u> ← <u>booseGUI</u>
```

Implements

<u>IDropTarget</u> ☑, <u>ISynchronizeInvoke</u> ☑, <u>IWin32Window</u> ☑, <u>IBindableComponent</u> ☑, <u>IComponent</u> ☑, <u>IDisposable</u> ☑, <u>IContainerControl</u> ☑

Inherited Members

```
Form.SetVisibleCore(bool) ☑ , Form.Activate() ☑ , Form.ActivateMdiChild(Form) ☑ ,
Form.AddOwnedForm(Form) . Form.AdjustFormScrollbars(bool) . Form.Close() . ,
<u>Form.DefWndProc(ref Message)</u> ☑ , <u>Form.ProcessMnemonic(char)</u> ☑ , <u>Form.CenterToParent()</u> ☑ ,
Form.CenterToScreen() ☑ , Form.LayoutMdi(MdiLayout) ☑ , Form.OnActivated(EventArgs) ☑ ,
Form.OnBackgroundImageLayoutChanged(EventArgs) d, Form.OnClosing(CancelEventArgs) d,
Form.OnClosed(EventArgs) <a>™</a> , Form.OnFormClosing(FormClosingEventArgs) <a>™</a> ,
<u>Form.OnFormClosed(FormClosedEventArgs)</u> 

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

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

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

```
<u>Form.OnRightToLeftLayoutChanged(EventArgs)</u> ∠, <u>Form.OnShown(EventArgs)</u> ∠,
Form.OnTextChanged(EventArgs) , Form.ProcessCmdKey(ref Message, Keys) ,
Form.ProcessDialogKey(Keys) , Form.ProcessDialogChar(char) , ,
<u>Form.RemoveOwnedForm(Form)</u> □, <u>Form.Select(bool, bool)</u> □,
Form.ScaleMinMaxSize(float, float, bool) ≥ ,
Form.GetScaledBounds(Rectangle, SizeF, BoundsSpecified) ,
Form.SetClientSizeCore(int, int) , Form.SetDesktopBounds(int, int, int, int), ,
Form.SetDesktopLocation(int, int) , Form.Show(IWin32Window) , Form.ShowDialog() ,
Form.ShowDialog(IWin32Window) , Form.ToString() , Form.UpdateDefaultButton() ,
<u>Form.OnResizeBegin(EventArgs)</u> ♂, <u>Form.OnResizeEnd(EventArgs)</u> ♂,
Form.OnStyleChanged(EventArgs) , Form.ValidateChildren() ,
Form.ActiveForm d, Form.ActiveMdiChild d, Form.AllowTransparency d, Form.AutoScroll d,
Form.AutoSize ♂, Form.AutoSizeMode ♂, Form.AutoValidate ♂, Form.BackColor ♂,
Form.FormBorderStyled, Form.CancelButtond, Form.ClientSized, Form.ControlBoxd,
Form.CreateParams☑, Form.DefaultImeMode☑, Form.DefaultSize☑, Form.DesktopBounds☑,
Form.DesktopLocation , Form.DialogResult , Form.HelpButton , Form.Icon , Form.IsMdiChild ,
Form.IsMdiContainer ☑, Form.IsRestrictedWindow ☑, Form.KeyPreview ☑, Form.Location ☑,
Form.MaximizedBounds , Form.MaximumSize , Form.MainMenuStrip , Form.MinimumSize ,
Form.MaximizeBox 7, Form.MdiChildren 7, Form.MdiChildrenMinimizedAnchorBottom 7,
Form.MdiParent , Form.MinimizeBox , Form.Modal , Form.Opacity , Form.OwnedForms ,
Form.Owner d, Form.RestoreBounds d, Form.RightToLeftLayout d, Form.ShowInTaskbar d,
Form.Showlcong, Form.ShowWithoutActivationg, Form.Sizeg, Form.SizeGripStyleg,
Form.StartPosition ☑, Form.Text ☑, Form.TopLevel ☑, Form.TopMost ☑, Form.TransparencyKey ☑,
Form.HelpButtonClicked , Form.MaximizedBoundsChanged , Form.MaximumSizeChanged ,
Form.MinimumSizeChanged ☑, Form.Activated ☑, Form.Deactivate ☑, Form.FormClosing ☑,
Form.FormClosed ♂, Form.Load ♂, Form.MdiChildActivate ♂, Form.MenuComplete ♂,
Form.MenuStart d, Form.InputLanguageChanged d, Form.InputLanguageChanging d,
Form.RightToLeftLayoutChanged , Form.Shown , Form.DpiChanged , Form.ResizeBegin , Form.ResizeBegin ,
Form.ResizeEnd , ContainerControl.OnAutoValidateChanged(EventArgs) ,
<u>ContainerControl.OnMove(EventArgs)</u> ♂, <u>ContainerControl.OnParentChanged(EventArgs)</u> ♂,
ContainerControl.PerformAutoScale() ☑, ContainerControl.RescaleConstantsForDpi(int, int) ☑,
ContainerControl.Validate() ☑ , ContainerControl.Validate(bool) ☑ ,
ContainerControl.AutoScaleDimensions ☑, ContainerControl.AutoScaleFactor ☑,
ContainerControl.CanEnableImed, ContainerControl.ActiveControld,
ContainerControl.CurrentAutoScaleDimensions , ContainerControl.ParentForm ,
```

```
<u>ScrollableControl.ScrollStateAutoScrolling</u> , <u>ScrollableControl.ScrollStateHScrollVisible</u> ,
ScrollableControl.ScrollStateVScrollVisible , ScrollableControl.ScrollStateUserHasScrolled ,
ScrollableControl.ScrollStateFullDragg, ScrollableControl.GetScrollState(int)g,
ScrollableControl.OnMouseWheel(MouseEventArgs) ☑,
<u>ScrollableControl.OnRightToLeftChanged(EventArgs)</u>

☑ ,
ScrollableControl.OnPaddingChanged(EventArgs) / , ScrollableControl.SetDisplayRectLocation(int, int) / ,
<u>ScrollableControl.ScrollControlIntoView(Control)</u> dots, <u>ScrollableControl.ScrollToControl(Control)</u> dots, <u>ScrollableControl(ScrollToControl)</u> dots, <u>ScrollableControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToCont</u>
ScrollableControl.OnScroll(ScrollEventArgs) , ScrollableControl.SetAutoScrollMargin(int, int) ,
ScrollableControl.SetScrollState(int, bool) , ScrollableControl.AutoScrollMargin ,
ScrollableControl.AutoScrollPosition

, ScrollableControl.AutoScrollMinSize

,
<u>ScrollableControl.DisplayRectangle</u> do , <u>ScrollableControl.HScroll</u> do , <u>ScrollableControl.HorizontalScroll</u> do ,
ScrollableControl.VScrolld, ScrollableControl.VerticalScrolld, ScrollableControl.Scrolld,
<u>Control.GetAccessibilityObjectById(int)</u> , <u>Control.SetAutoSizeMode(AutoSizeMode)</u> , ,
<u>Control.GetAutoSizeMode()</u> □ , <u>Control.GetPreferredSize(Size)</u> □ ,
Control.AccessibilityNotifyClients(AccessibleEvents, int) <a>□</a> ,
Control.AccessibilityNotifyClients(AccessibleEvents, int, int) , Control.BeginInvoke(Delegate) ,
<u>Control.BeginInvoke(Action)</u> ♂, <u>Control.BeginInvoke(Delegate, params object[])</u> ♂,
<u>Control.BringToFront()</u> ☑ , <u>Control.Contains(Control)</u> ☑ , <u>Control.CreateGraphics()</u> ☑ ,
Control.CreateControl() ☑ , Control.DestroyHandle() ☑ , Control.DoDragDrop(object, DragDropEffects) ☑ ,
Control.DoDragDrop(object, DragDropEffects, Bitmap, Point, bool) ♂,
Control.DrawToBitmap(Bitmap, Rectangle) ♂, Control.EndInvoke(IAsyncResult) ♂, Control.FindForm() ♂,
Control.GetTopLevel() ☑ , Control.RaiseKeyEvent(object, KeyEventArgs) ☑ ,
Control.RaiseMouseEvent(object, MouseEventArgs) ≥ , Control.Focus() ≥ ,
<u>Control.FromChildHandle(nint)</u> ♂, <u>Control.FromHandle(nint)</u> ♂,
<u>Control.GetChildAtPoint(Point, GetChildAtPointSkip)</u> ♂, <u>Control.GetChildAtPoint(Point)</u> ♂,
<u>Control.GetContainerControl()</u> □ , <u>Control.GetNextControl(Control, bool)</u> □ ,
Control.GetStyle(ControlStyles) ☑, Control.Hide() ☑, Control.InitLayout() ☑, Control.Invalidate(Region) ☑,
Control.Invalidate(Region, bool) ☑, Control.Invalidate() ☑, Control.Invalidate(bool) ☑,
Control.Invalidate(Rectangle) 

∠ , Control.Invalidate(Rectangle, bool) 

∠ , Control.Invoke(Action) 

∠ ,
Control.Invoke(Delegate) ☑, Control.Invoke(Delegate, params object[]) ☑,
<u>Control.Invoke<T>(Func<T>)</u> ♂, <u>Control.InvokePaint(Control, PaintEventArgs)</u> ♂,
Control.InvokePaintBackground(Control, PaintEventArgs) 

☐ , Control.IsKeyLocked(Keys) 
☐ ,
Control.IsInputChar(char) ♂, Control.IsInputKey(Keys) ♂, Control.IsMnemonic(char, string) ♂,
Control.LogicalToDeviceUnits(int) , Control.LogicalToDeviceUnits(Size) ,
Control.ScaleBitmapLogicalToDevice(ref Bitmap) \( \text{\texts} \) , Control.NotifyInvalidate(Rectangle) \( \text{\texts} \) ,
Control.InvokeOnClick(Control, EventArgs) degree , Control.OnAutoSizeChanged(EventArgs) degree ,
<u>Control.OnBackColorChanged(EventArgs)</u> ∠ , <u>Control.OnBindingContextChanged(EventArgs)</u> ∠ ,
<u>Control.OnCausesValidationChanged(EventArgs)</u> ✓, <u>Control.OnContextMenuStripChanged(EventArgs)</u> ✓,
<u>Control.OnCursorChanged(EventArgs)</u> doi: 1. <u>Control.OnDataContextChanged(EventArgs)</u> doi: 1.
```

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<u>Control.OnDockChanged(EventArgs)</u> ✓, <u>Control.OnForeColorChanged(EventArgs)</u> ✓,
Control.OnNotifyMessage(Message) ☑, Control.OnParentBackColorChanged(EventArgs) ☑,
Control.OnParentBackgroundImageChanged(EventArgs) ☑,
<u>Control.OnParentBindingContextChanged(EventArgs)</u> ♂, <u>Control.OnParentCursorChanged(EventArgs)</u> ♂,
Control.OnParentFontChanged(EventArgs) ☑, Control.OnParentForeColorChanged(EventArgs) ☑,
<u>Control.OnParentRightToLeftChanged(EventArgs)</u> ✓, <u>Control.OnParentVisibleChanged(EventArgs)</u> ✓,
<u>Control.OnPrint(PaintEventArgs)</u> ✓ , <u>Control.OnTabIndexChanged(EventArgs)</u> ✓ ,
Control.OnTabStopChanged(EventArgs) ☑, Control.OnClick(EventArgs) ☑,
Control.OnClientSizeChanged(EventArgs) ☑, Control.OnControlAdded(ControlEventArgs) ☑,
Control.OnControlRemoved(ControlEventArgs) ♂, Control.OnLocationChanged(EventArgs) ♂,
\underline{Control.OnDoubleClick(\underline{EventArgs})} \, \underline{r} \,\, , \, \underline{Control.OnDragEnter(\underline{DragEventArgs})} \, \underline{r} \,\, , \, \underline{Control.O
Control.OnDragOver(DragEventArgs) , Control.OnDragLeave(EventArgs) ,
Control.OnDragDrop(DragEventArgs) ☑, Control.OnGiveFeedback(GiveFeedbackEventArgs) ☑,
Control.InvokeGotFocus(Control, EventArgs) ♂, Control.OnHelpRequested(HelpEventArgs) ♂,
<u>Control.OnInvalidated(InvalidateEventArgs)</u> 

☑ , <u>Control.OnKeyDown(KeyEventArgs)</u> 
☑ ,
Control.OnKeyPress(KeyPressEventArgs) ♂, Control.OnKeyUp(KeyEventArgs) ♂,
<u>Control.OnLeave(EventArgs)</u> ✓, <u>Control.InvokeLostFocus(Control, EventArgs)</u> ✓,
Control.OnLostFocus(EventArgs) ♂, Control.OnMarginChanged(EventArgs) ♂,
Control.OnMouseDoubleClick(MouseEventArgs) ☑, Control.OnMouseClick(MouseEventArgs) ☑,
\underline{Control.OnMouseCaptureChanged(\underline{EventArgs})} \square \text{ , } \underline{Control.OnMouseDown(\underline{MouseEventArgs})} \square \text{ , }
<u>Control.OnMouseEnter(EventArgs)</u> ☑, <u>Control.OnMouseLeave(EventArgs)</u> ☑,
<u>Control.OnDpiChangedBeforeParent(EventArgs)</u>  , <u>Control.OnDpiChangedAfterParent(EventArgs)</u>  , ,
Control.OnMouseHover(EventArgs) ☑, Control.OnMouseMove(MouseEventArgs) ☑,
Control.OnMouseUp(MouseEventArgs) ≥ ,
<u>Control.OnQueryContinueDrag(QueryContinueDragEventArgs)</u> □,
Control.OnRegionChanged(EventArgs) ☑, Control.OnPreviewKeyDown(PreviewKeyDownEventArgs) ☑,
Control.OnSizeChanged(EventArgs) ♂, Control.OnChangeUlCues(UlCuesEventArgs) ♂,
<u>Control.OnSystemColorsChanged(EventArgs)</u> ♂, <u>Control.OnValidating(CancelEventArgs)</u> ♂,
Control.OnValidated(EventArgs) ☑, Control.PerformLayout() ☑, Control.PerformLayout(Control, string) ☑,
Control.PointToClient(Point) ☑, Control.PointToScreen(Point) ☑,
<u>Control.PreProcessMessage(ref Message)</u> ♂, <u>Control.PreProcessControlMessage(ref Message)</u> ♂,
Control.ProcessKeyEventArgs(ref Message) down , Control.ProcessKeyMessage(ref Message) down ,
Control.RaiseDragEvent(object, DragEventArgs) ♂, Control.RaisePaintEvent(object, PaintEventArgs) ♂,
Control.RecreateHandle() □ , Control.RectangleToClient(Rectangle) □ ,
<u>Control.RectangleToScreen(Rectangle)</u> do , <u>Control.ReflectMessage(nint, ref Message)</u> do ,
<u>Control.Refresh()</u> ♂, <u>Control.ResetMouseEventArgs()</u> ♂, <u>Control.ResetText()</u> ♂, <u>Control.ResumeLayout()</u> ♂,
<u>Control.ResumeLayout(bool)</u> ✓, <u>Control.Scale(SizeF)</u> ✓, <u>Control.Select()</u> ✓,
Control.SelectNextControl(Control, bool, bool, bool, bool, bool) ☑, Control.SendToBack() ☑,
Control.SetBounds(int, int, int, int) ♂, Control.SetBounds(int, int, int, BoundsSpecified) ♂,
```

```
<u>Control.SizeFromClientSize(Size)</u> ✓ , <u>Control.SetStyle(ControlStyles, bool)</u> ✓ , <u>Control.SetTopLevel(bool)</u> ✓ ,
Control.RtlTranslateAlignment(LeftRightAlignment) d ,
<u>Control.RtlTranslateAlignment(ContentAlignment)</u> <a href="mailto:rd">rd</a>,
<u>Control.RtlTranslateHorizontal(HorizontalAlignment)</u> ,
Control.RtlTranslateLeftRight(LeftRightAlignment) , Control.RtlTranslateContent(ContentAlignment) ,
Control.Show() ☑ , Control.SuspendLayout() ☑ , Control.Update() ☑ , Control.UpdateBounds() ☑ ,
Control.UpdateBounds(int, int, int, int, int) downward , Control.UpdateBounds(int, int, int, int, int, int) downward ,
Control.UpdateZOrder() ♂, Control.UpdateStyles() ♂, Control.OnImeModeChanged(EventArgs) ♂,
Control.AccessibilityObject ☑, Control.AccessibleDefaultActionDescription ☑,
Control.AccessibleDescription ☑, Control.AccessibleName ☑, Control.AccessibleRole ☑,
Control.AllowDrop ☑, Control.Anchor ☑, Control.AutoScrollOffset ☑, Control.LayoutEngine ☑,
Control.DataContext☑, Control.BackgroundImage☑, Control.BackgroundImageLayout☑,
Control.Bottom☑, Control.Bounds☑, Control.CanFocus☑, Control.CanRaiseEvents☑,
Control.CanSelect do , Control.Capture do , Control.Causes Validation do ,
Control.CheckForIllegalCrossThreadCalls dots, Control.ClientRectangle dots, Control.CompanyName dots,
Control.ContainsFocus ♂, Control.ContextMenuStrip ♂, Control.Controls ♂, Control.Created ♂,
Control.Cursor dark , Control.DataBindings dark , Control.DefaultBackColor dark , Control.DefaultCursor dark ,
Control.DefaultFont domain , Control.DefaultForeColor domain , Control.DefaultMargin domain , Control.DefaultMargin domain , Control.DefaultMargin domain , Control.DefaultForeColor domain , Control domain , Co
Control.DefaultMaximumSized, Control.DefaultMinimumSized, Control.DefaultPaddingd,
Control.DeviceDpi

☐ , Control.IsDisposed ☐ , Control.Disposing ☐ , Control.Dock ☐ ,
Control.DoubleBuffered ☑, Control.Enabled ☑, Control.Focused ☑, Control.Font ☑,
Control.FontHeight ♂, Control.ForeColor ♂, Control.Handle ♂, Control.HasChildren ♂, Control.Height ♂,
Control.IsHandleCreated ♂, Control.InvokeRequired ♂, Control.IsAccessible ♂,
Control.lsAncestorSiteInDesignMode ♂, Control.lsMirrored ♂, Control.Left ♂, Control.Margin ♂,
Control.ModifierKeys ☑, Control.MouseButtons ☑, Control.MousePosition ☑, Control.Name ☑,
<u>Control.Parent</u> do , <u>Control.ProductName</u> do , <u>Control.ProductVersion</u> do , <u>Control.RecreatingHandle</u> do ,
Control.Region ♂, Control.RenderRightToLeft ♂, Control.ResizeRedraw ♂, Control.Right ♂,
Control.RightToLeft ♂, Control.ScaleChildren ♂, Control.Site ♂, Control.TabIndex ♂, Control.TabStop ♂,
Control.Tag ☑ , Control.Top ☑ , Control.TopLevelControl ☑ , Control.ShowKeyboardCues ☑ ,
Control.ShowFocusCues day, Control.UseWaitCursor day, Control.Visible day, Control.Width day,
Control.PreferredSize ♂, Control.Padding ♂, Control.ImeMode ♂, Control.ImeModeBase ♂,
Control.PropagatingImeMode ☑, Control.BackColorChanged ☑, Control.BackgroundImageChanged ☑,
Control.CausesValidationChanged ☑, Control.ClientSizeChanged ☑,
Control.ContextMenuStripChanged domain , Control.CursorChanged domain , Control.DockChanged domain , Control.CursorChanged domain , Control.DockChanged domain , Control.CursorChanged do
Control.EnabledChanged dorum , Control.FontChanged dorum , Control.ForeColorChanged dorum ,
Control.LocationChanged ☑, Control.MarginChanged ☑, Control.RegionChanged ☑,
Control.RightToLeftChanged ☑, Control.SizeChanged ☑, Control.TabIndexChanged ☑,
Control.TabStopChanged ☑, Control.TextChanged ☑, Control.VisibleChanged ☑, Control.Click ☑,
```

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

Constructors

booseGUI()

public booseGUI()

Methods

Dispose(bool)

Clean up any resources being used.

protected override void Dispose(bool disposing)

Parameters

disposing <u>bool</u>♂

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

Namespace ASE_BOOSE_Tests

Classes

CanvasTests

MSTest class used to test **Canvas** methods.

Class CanvasTests

```
Namespace: <u>ASE BOOSE Tests</u>
Assembly: ASE BOOSE Tests.dll
```

MSTest class used to test Canvas methods.

```
[TestClass]
public class CanvasTests
```

Inheritance

Inherited Members

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

Methods

drawTo_CorrectPos()

Tests that Xpos and Ypos are updated correctly after DrawTo(int, int) is called.

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

moveTo_CorrectPos()

Tests that Xpos and Ypos are updated correctly after MoveTo(int, int) is called.

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

multiple_draw_commands_correctPos()

Tests that <u>Xpos</u> and <u>Ypos</u> are the correct values after multiple <u>Canvas</u> methods are called one after another.

[TestMethod]
public void multiple_draw_commands_correctPos()