Namespace ASEUnitTest

Classes

ASETests

Contains unit tests for the AppCanvas class.

Class ASETests

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

Contains unit tests for the AppCanvas class.

```
[TestClass]
public class ASETests
```

Inheritance

<u>object</u> < ← ASETests

Inherited Members

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

Methods

DrawToTest()

Tests the DrawTo method of the AppCanvas class.

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

MoveToTest()

Tests the MoveTo method of the AppCanvas class.

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

MultiLineTest()

Tests the combination of MoveTo and DrawTo methods of the AppCanvas class.

[TestMethod]
public void MultiLineTest()

Namespace ASE_Assignment

Classes

<u>AppCanvas</u>

Represents a canvas for drawing operations in the ASE Assignment application. Implements the BOOSE.ICanvas interface.

BOOSEInterpreterUI

Represents the UI for the BOOSE Interpreter.

Class AppCanvas

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

Represents a canvas for drawing operations in the ASE Assignment application. Implements the BOOSE. ICanvas interface.

```
public class AppCanvas : ICanvas
```

Inheritance

object

← AppCanvas

Implements

ICanvas

Inherited Members

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \ \underline{object.GetHashCode()} \ \ \ \ \ \underline{object.GetType()} \ \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \underline{objec$

Constructors

AppCanvas()

Initializes a new instance of the AppCanvas class with default canvas size.

```
public AppCanvas()
```

Fields

Pen

public Pen Pen

Field Value

Properties

PenColour

Gets or sets the pen's colour.

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

Property Value

<u>object</u> ☑

The pen's colour.

Xpos

Gets or sets the X-coordinate of the pen's position on the canvas.

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

Property Value

int₫

The X-coordinate of the pen's position

Ypos

Gets or sets the Y-coordinate of the pen's position on the canvas.

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

Property Value

int₫

The Y-coordinate of the pen's position.

Methods

Circle(int, bool)

Draws a circle at the current pen position.

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

Parameters

```
radius <u>int</u>♂
```

The radius of the circle.

```
filled <u>bool</u>♂
```

Whether the circle should be filled.

Exceptions

 ${\sf CanvasException}$

Thrown if the radius is invalid.

Clear()

Clears the canvas, resetting it to the default background colour.

```
public void Clear()
```

DrawTo(int, int)

Draws a line from the current pen position to a specified point.

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

Parameters

x <u>int</u>♂

The X-coordinate of the endpoint.

y <u>int</u>♂

The Y-coordinate of the endpoint.

Exceptions

CanvasException

Thrown if the coordinates are outside the canvas bounds.

MoveTo(int, int)

Moves the pen to a specified position without drawing.

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

Parameters

x <u>int</u>♂

The X-coordinate to move to.

y <u>int</u>♂

The Y-coordinate to move to.

Exceptions

CanvasException

Thrown if the coordinates are outside the canvas bounds.

Rect(int, int, bool)

Draws a rectangle starting from the current pen position.

```
public void Rect(int x, int y, bool filled)
```

Parameters

```
x <u>int</u>♂
```

The width of the rectangle.

y <u>int</u>♂

The height of the rectangle.

```
filled bool♂
```

Whether the rectangle should be filled.

Exceptions

CanvasException

Thrown if the dimensions are outside the canvas bounds.

Reset()

Resets the canvas to its default state, including pen position, colour, and size.

```
public void Reset()
```

Set(int, int)

Sets the size of the canvas.

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

Parameters

xsize <u>int</u>♂

The width of the canvas.

```
ysize <u>int</u>♂
```

The height of the canvas.

SetColour(int, int, int)

Sets the pen colour based on RGB values.

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

Parameters

```
red <u>int</u>♂
```

The red component (0-255).

green <u>int</u>♂

The green component (0-255).

blue <u>int</u>♂

The blue component (0-255).

Exceptions

CanvasException

Thrown if any color value is out of range.

Tri(int, int)

Draws a triangle starting from the current pen position.

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

Parameters

width <u>int</u>♂

The width of the triangle.

```
height <u>int</u>♂
```

The height of the triangle.

Exceptions

CanvasException

Thrown if the dimensions are outside the canvas bounds.

WriteText(string)

Writes the specified text on the canvas at the current pen position.

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

Parameters

text <u>string</u> ♂

The text to be written.

Exceptions

CanvasException

Thrown if the text is null.

getBitmap()

Returns the current bitmap representation of the canvas.

```
public object getBitmap()
```

Returns

A <u>Bitmap</u> representing the canvas.

Class AppCommandFactory

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

Factory class for creating application-specific commands.

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

Inheritance

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

Implements

ICommandFactory

Inherited Members

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

Constructors

AppCommandFactory()

Initializes a new instance of the AppCommandFactory class.

```
public AppCommandFactory()
```

Methods

MakeCommand(string)

Creates a command based on the specified command type.

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

Parameters

commandType <u>string</u> ♂

The command input by the user.

Returns

ICommand

An instance of BOOSE.ICommand that corresponds to the specified command type. If the command type is not recognized, the base BOOSE.CommandFactory is used to create the command.

Class AppInt

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

Represents an integer command with application-specific behavior.

```
public class AppInt : Int, ICommand
```

Inheritance

<u>object</u> ✓ ← Command ← Evaluation ← Int ← AppInt

Implements

ICommand

Inherited Members

Int.Compile(), 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.parameters, , Command.parameters(string), , Command.Set(StoredProgram, string), , Command.ProcessParameters(string), , Command.ToString(), , Command.Program, Command.Name, Command.ParameterList, Command.Parameters, , Command.Parameters, , object.Equals(object), object.Equals(object, object), object.GetHashCode(), object.GetType(), object.MemberwiseClone(), object.ReferenceEquals(object, object, object), object.

Methods

Execute()

Executes the integer command.

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

Restrictions()

Specifies any restrictions for the integer command.

public override void Restrictions()

Class AppReal

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

Represents a real number command with application-specific behavior.

```
public class AppReal : Real, ICommand
```

Inheritance

```
<u>object</u> d ← Command ← Evaluation ← Real ← AppReal
```

Implements

ICommand

Inherited Members

Real.Compile(), 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.parameters,

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

Execute()

Executes the real number command.

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

Restrictions()

Specifies any restrictions for the real number command.

public override void Restrictions()

Class BOOSEInterpreterUI

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

Represents the UI for the BOOSE Interpreter.

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

Inheritance

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

Implements

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

Inherited Members

```
Form.SetVisibleCore(bool) ♂, Form.Activate() ♂, Form.ActivateMdiChild(Form) ♂,
Form.AddOwnedForm(Form) . Form.AdjustFormScrollbars(bool) . Form.Close() . ,
Form.CreateAccessibilityInstance() ☑, Form.CreateControlsInstance() ☑, Form.CreateHandle() ☑,
Form.DefWndProc(ref Message) ☑ , Form.ProcessMnemonic(char) ☑ , Form.CenterToParent() ☑ ,
Form.CenterToScreen() ☑ , Form.LayoutMdi(MdiLayout) ☑ , Form.OnActivated(EventArgs) ☑ ,
Form.OnBackgroundImageLayoutChanged(EventArgs) d, Form.OnClosing(CancelEventArgs) d,
Form.OnClosed(EventArgs) ☑, Form.OnFormClosing(FormClosingEventArgs) ☑,
Form.OnFormClosed(FormClosedEventArgs) ☑ , Form.OnCreateControl() ☑ ,
Form.OnDeactivate(EventArgs) ♂, Form.OnEnabledChanged(EventArgs) ♂, Form.OnEnter(EventArgs) ♂,
Form.OnFontChanged(EventArgs) d, Form.OnGotFocus(EventArgs) d,
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.OnInputLanguageChanging(InputLanguageChangingEventArgs)

,
Form.OnVisibleChanged(EventArgs) d, Form.OnMdiChildActivate(EventArgs) d,
Form.OnMenuStart(EventArgs) , Form.OnMenuComplete(EventArgs) ,
Form.OnPaint(PaintEventArgs) <a>□</a> , Form.OnResize(EventArgs) <a>□</a> ,
```

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.ScaleMinMaxSize(float, float, bool) ≥,
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) d, Form.OnResizeEnd(EventArgs) d,
Form.OnStyleChanged(EventArgs) , Form.ValidateChildren() ,
Form.ValidateChildren(ValidationConstraints) ☑, Form.WndProc(ref Message) ☑, Form.AcceptButton ☑,
Form.ActiveForm , Form.ActiveMdiChild , Form.AllowTransparency , Form.AutoScroll ,
Form.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 ☑, Form.MdiChildren ☑, Form.MdiChildrenMinimizedAnchorBottom ☑,
Form.MdiParent , Form.MinimizeBox , Form.Modal , Form.Opacity , Form.OwnedForms ,
Form.Owner ☑ , Form.RestoreBounds ☑ , Form.RightToLeftLayout ☑ , Form.ShowInTaskbar ☑ ,
Form.Showlcon do , Form.ShowWithoutActivation do , Form.Size do , Form.Size GripStyle do ,
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.ResizeEnd , ContainerControl.OnAutoValidateChanged(EventArgs) ,
ContainerControl.OnMove(EventArgs) □ , ContainerControl.OnParentChanged(EventArgs) □ ,
ContainerControl.PerformAutoScale() ☑, ContainerControl.RescaleConstantsForDpi(int, int) ☑,
ContainerControl.Validate() ☑ , ContainerControl.Validate(bool) ☑ ,
ContainerControl.AutoScaleDimensions ☑, ContainerControl.AutoScaleFactor ☑,
ContainerControl.AutoScaleModed, ContainerControl.BindingContextd,
ContainerControl.CanEnableImed, ContainerControl.ActiveControld,
```

```
<u>ScrollableControl.ScrollStateAutoScrolling</u> , <u>ScrollableControl.ScrollStateHScrollVisible</u> ,
\underline{ScrollableControl.ScrollStateVScrollVisible} \, \underline{\square} \, \, , \, \underline{ScrollableControl.ScrollStateUserHasScrolled} \, \underline{\square} \, \, , \, \underline{\square} \, 
ScrollableControl.ScrollStateFullDrag , ScrollableControl.GetScrollState(int) ,
<u>ScrollableControl.OnMouseWheel(MouseEventArgs)</u>

☑ ,
<u>ScrollableControl.OnRightToLeftChanged(EventArgs)</u> <a href="https://doi.org/10.1001/journal.org/">d , <a href="https://doi.org/10.1001/journal.org/">d , <a href="https://doi.org/10.1001/journal.org/">d , <a href="https://doi.org/">d , <a href="ht
ScrollableControl.OnPaintBackground(PaintEventArgs) d,
ScrollableControl.OnPaddingChanged(EventArgs) , ScrollableControl.SetDisplayRectLocation(int, int) ,
<u>ScrollableControl.OnScroll(ScrollEventArgs)</u> , <u>ScrollableControl.SetAutoScrollMargin(int, int)</u> ,
ScrollableControl.SetScrollState(int, bool) , ScrollableControl.AutoScrollMargin ,
ScrollableControl.AutoScrollPosition , ScrollableControl.AutoScrollMinSize ,
<u>ScrollableControl.DisplayRectangle</u> , <u>ScrollableControl.HScroll</u> , <u>ScrollableControl.HorizontalScroll</u> ,
<u>ScrollableControl.VScroll</u> do , <u>ScrollableControl.Scroll</u> do , <u>ScrollableControl.Scroll</u> do ,
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) de , Control.Focus() de ,
Control.FromChildHandle(nint) ☑, Control.FromHandle(nint) ☑,
Control.GetChildAtPoint(Point, GetChildAtPointSkip) 7, Control.GetChildAtPoint(Point) 7,
Control.GetContainerControl() degree , Control.GetNextControl(Control, bool) degree ,
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.lsInputChar(char) ♂, Control.lsInputKey(Keys) ♂, Control.lsMnemonic(char, string) ♂,
Control.LogicalToDeviceUnits(int) □ , Control.LogicalToDeviceUnits(Size) □ ,
Control.ScaleBitmapLogicalToDevice(ref Bitmap) ☑, Control.NotifyInvalidate(Rectangle) ☑,
Control.InvokeOnClick(Control, EventArgs) degree , Control.OnAutoSizeChanged(EventArgs) degree ,
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) down, Control.OnHelpRequested(HelpEventArgs) down,
Control.OnInvalidated(InvalidateEventArgs) ♂, 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.OnChangeUlCues(UlCuesEventArgs) ☑,
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) de , Control.RaisePaintEvent(object, PaintEventArgs) de ,
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, BoundsSpecified)  , ,
```

```
Control.SizeFromClientSize(Size) ☑, Control.SetStyle(ControlStyles, bool) ☑, Control.SetTopLevel(bool) ☑,
Control.RtlTranslateAlignment(HorizontalAlignment) ,
Control.RtlTranslateAlignment(LeftRightAlignment) d ,
Control.RtlTranslateAlignment(ContentAlignment) ,
Control.RtlTranslateHorizontal(HorizontalAlignment) ,
\underline{Control.RtlTranslateLeftRight(LeftRightAlignment)} \square \ , \ \underline{Control.RtlTranslateContent(ContentAlignment)} \square \ , \ \underline{ContentContentAlignment)} \square \ , \ \underline{ContentContentContentContentContentContentContentContentContentContentContentContentContentContentContentContentContentContentContentContentContentContentContentContentContentContentContentContentContentContentContentContentContentCont
Control.Show() ☑ , Control.SuspendLayout() ☑ , Control.Update() ☑ , Control.UpdateBounds() ☑ ,
Control.UpdateBounds(int, int, int, int, int) ☑, Control.UpdateBounds(int, int, int, int, int, int) ☑,
Control.UpdateZOrder() ☑ , Control.UpdateStyles() ☑ , Control.OnlmeModeChanged(EventArgs) ☑ ,
Control.AccessibilityObject ☑, Control.AccessibleDefaultActionDescription ☑,
Control.AccessibleDescription ☑, Control.AccessibleName ☑, Control.AccessibleRole ☑,
Control.AllowDrop d, Control.Anchor d, Control.AutoScrollOffset d, Control.LayoutEngine d,
Control.DataContext☑, Control.BackgroundImage☑, Control.BackgroundImageLayout☑,
Control.Bottom do , Control.Bounds do , Control.CanFocus do , Control.CanRaiseEvents do ,
Control.CanSelect dotd, Control.Capture dotd, Control.Causes Validation dotd,
Control.CheckForIllegalCrossThreadCalls declaration, Control.ClientRectangle declaration, Control.CompanyName declaration, Control.CompanyName declaration, Control.CheckForIllegalCrossThreadCalls declaration, Control.ClientRectangle declaration, Control.CheckForIllegalCrossThreadCalls declaration, Control.ClientRectangle declaration, Control.CheckForIllegalCrossThreadCalls declaration, Control.ClientRectangle declaration, Control.CheckForIllegalCrossThreadCalls declaration, CheckForIllegalCrossThreadCalls declaration, CheckForIllegalCalls declaration, CheckForIllegalCalls declaration, CheckForIl
Control.ContainsFocus dark , Control.ContextMenuStrip dark , Control.Controls dark , Control.Created dark , Control.Controls dar
Control.Cursor description, Control.DataBindings description, Control.DefaultBackColor description, Control.DefaultCursor description, Control.DefaultCurso
Control.DefaultFont defaultForeColor defaultForeColor defaultMargin defaultMargin defaultMargin defaultForeColor defaultFore
Control.DefaultMaximumSize ♂, Control.DefaultMinimumSize ♂, Control.DefaultPadding ♂,
Control.DeviceDpi d , Control.IsDisposed d , Control.Disposing d , Control.Dock d ,
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 day, Control.IsMirrored day, Control.Left day, Control.Margin day,
Control.ModifierKeys ♂, Control.MouseButtons ♂, Control.MousePosition ♂, Control.Name ♂,
Control.Parent degree , Control.ProductName degree , Control.ProductVersion degree , Control.RecreatingHandle degree ,
Control.Region ♂, Control.RenderRightToLeft ♂, Control.ResizeRedraw ♂, Control.Right ♂,
Control.RightToLeft , Control.ScaleChildren , Control.Site , Control.TabIndex , Control.TabStop ,
Control.Tag ☑ , Control.Top ☑ , Control.Top ☑ , 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 domain , Control.CursorChanged domain , Control.DockChanged domain , Control.CursorChanged domain , Control.DockChanged domain , Control.CursorChanged do
Control.EnabledChanged dorder, Control.FontChanged dorder, Control.ForeColorChanged dorder,
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 d , Control.DragEnter d , Control.DragOver d , Control.DragLeave d ,
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 do , Control.Leave do , Control.LostFocus do , Control.MouseClick do ,
Control.MouseDoubleClick day, Control.MouseCaptureChanged day, Control.MouseDown day,
Control.MouseEnter ☑, Control.MouseLeave ☑, Control.DpiChangedBeforeParent ☑,
Control.DpiChangedAfterParent ☑, Control.MouseHover ☑, Control.MouseMove ☑, Control.MouseUp ☑,
Control.MouseWheel ☑, Control.Move ☑, Control.PreviewKeyDown ☑, Control.Resize ☑,
Control.ChangeUlCues do , Control.StyleChanged do , Control.SystemColorsChanged do ,
Control. Validating ☑, Control. Validated ☑, Control. Parent Changed ☑, Control. Ime Mode Changed ☑,
Component.Dispose() ☑ , Component.GetService(Type) ☑ , Component.Container ☑ ,
Component.DesignMode de , Component.Events de , Component.Disposed de ,
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

BOOSEInterpreterUI()

Initializes a new instance of the **BOOSEInterpreterUI** class.

```
public BOOSEInterpreterUI()
```

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.