# Namespace ASEUnitTest

# Classes

<u>ASETests</u>

# **Class ASETests**

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

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

#### Inheritance

<u>object</u> 

← ASETests

#### **Inherited Members**

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

#### **Methods**

#### DrawToTest()

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

### MoveToTest()

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

### MultiLineTest()

```
[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

### Xpos

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

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

Property Value

int♂

### Ypos

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

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

Property Value

int♂

### **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 bool♂
```

Whether the circle should be filled.

## Exceptions

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 <u>bool</u>♂
```

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  $\underline{int}$ 

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

<u>NotImplementedException</u> ☑

Thrown because this method is not yet implemented.

### getBitmap()

Returns the current bitmap representation of the canvas.

```
public object getBitmap()
```

#### Returns

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

# 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) ,
<u>Form.OnInputLanguageChanged(InputLanguageChangedEventArgs)</u>

☑ ,
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.AutoScaleMode dode dodd , ContainerControl.BindingContext doddd ,
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>

☑ ,
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) derived the Control.OnDataContextChanged(EventArgs) derived the Control.OnDataContextC
```

```
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) ☑,
<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) □ ,
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) derivative , Control.SetBounds(int, int, int, BoundsSpecified) derivative ,
```

```
Control.SizeFromClientSize(Size) ☑, Control.SetStyle(ControlStyles, bool) ☑, Control.SetTopLevel(bool) ☑,
Control.RtlTranslateAlignment(HorizontalAlignment) ,
Control.RtlTranslateAlignment(LeftRightAlignment) d ,
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, 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 day, Control.DefaultMinimumSize day, Control.DefaultPadding day,
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.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 dotal , Control. Control. Control. Control. Key Down dotal , Control. Key Down do
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 dot, Control.Move dot, Control.PreviewKeyDown dot, Control.Resize dot,
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.