# Introduction

# Namespace ASE_Assignment_Demo

## Classes

[AppCanvas](#)

Represents the drawing canvas and its associated operations, including shapes, lines, and text. Implements the BOOSE.ICanvas interface.

[AppCommandFactory](#)

Factory class for creating instances of commands. Implements the Singleton Pattern to ensure a single instance throughout the application.

[CustomCircle](#)

Represents a custom circle command that can be executed on a canvas.

[CustomFor](#)

The CustomFor class extends the functionality of the `For` class from the BOOSE library. This class allows for customization of the `Restrictions` method or any other inherited functionality.

[CustomIf](#)

The `CustomIf` class extends the functionality of the `If` class from the BOOSE library. It allows for customization of the `If` logic and provides additional or modified behavior for conditions and their execution.

[CustomInt](#)

The `CustomInt` class inherits from the `Int` class to provide custom behavior for variable handling, restrictions, and execution logic.

[CustomMethod](#)

The `CustomMethod` class extends the `Method` class from the BOOSE library. This class provides customization for method-related functionalities, including reducing restrictions and managing method execution and compilation behavior.

[CustomRectangle](#)

Represents a custom rectangle command that can be executed on a canvas.

[CustomWhile](#)

The `CustomWhile` class inherits from the `While` class to provide customized behavior for the 'While' loop, with the added functionality of reducing restrictions as needed.

[Form1](#)

Main form class for the ASE Assignment Demo application.