Namespace ASE_Assignment

Classes

AppCanvas

The class for controlling and manipulating the canvas

<u>AppCommandFactory</u>

Command factory class for replacing commands

Form1

The class for creating the windows form

Class AppCanvas

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

The class for controlling and manipulating the canvas

```
public class AppCanvas : ICanvas
```

Inheritance

<u>object</u> < AppCanvas

Implements

ICanvas

Inherited Members

Constructors

AppCanvas()

```
public AppCanvas()
```

Properties

PenColour

Get/set the pencolour for next drawing operation using a native colour datatype. Cast to relevant type.

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

Property Value

<u>object</u> ♂

Xpos

X position for next drawing operation

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

Property Value

<u>int</u>♂

Ypos

Y position for next drawing position

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

Property Value

<u>int</u>♂

Methods

Circle(int, bool)

Method that creates a circle

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

Parameters

radius <u>int</u>♂

The radius of the circle

filled <u>bool</u>♂

Whether the circle is filled or not

Exceptions

CanvasException

Exception thrown if circle radius entered is invalid

Clear()

Clears the canvas

```
public void Clear()
```

DrawTo(int, int)

A method for drawing to a point

```
public void DrawTo(int toX, int toY)
```

Parameters

toX <u>int</u>♂

X position to be drawn to

toY <u>int</u>♂

Y position to be drawn to

Exceptions

 ${\sf CanvasException}$

Exception thrown if invalid X and Y position specified

MoveTo(int, int)

```
Moves the x,y position to a new location
 public void MoveTo(int x, int y)
Parameters
x int♂
  The x position to be moved to
y <u>int</u>♂
  The y position to be moved to
Exceptions
CanvasException
  Throws exception if invalid position is given
Rect(int, int, bool)
```

Method for creating a rectangle in the canvas

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

Parameters

width <u>int</u>♂

The width of the rectangle

height <u>int</u>♂

The height of the rectangle

filled bool♂

Whether the rectangle is filled or not

Exceptions

CanvasException

Throws an exception if values for the width or the height are invalid

Reset()

Resets the x and y position on the canvas

```
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 x size of the Canvas

ysize <u>int</u>♂

The y size of the Canvas

SetColour(int, int, int)

Sets the colour of the Pen

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

Parameters

```
red <u>int</u>♂
```

Number representing the ammount of red

```
green int♂
```

Number representing the ammount of green

```
blue <u>int</u>♂
```

Number representing the ammount of blue

Exceptions

CanvasException

Throws an exception if colour value is invalid

Tri(int, int)

Draws a triangle in the bounding rectangle

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

Parameters

width <u>int</u>♂

Width of the bounding rectangle

height <u>int</u>♂

Height of the bounding rectangle

Exceptions

CanvasException

WriteText(string)

Draws text on output window at the cursor position

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

Parameters

```
text <u>string</u>♂
```

String to output

Exceptions

 $\underline{NotImplementedException} \boxdot$

getBitmap()

A method to retrieve a bitmap

public object getBitmap()

Returns

<u>object</u>♂

Returns the bitmap

Class AppCommandFactory

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

Command factory class for replacing commands

public class AppCommandFactory : CommandFactory, ICommandFactory

Inheritance

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

Implements

ICommandFactory

Inherited Members

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

Constructors

AppCommandFactory()

public AppCommandFactory()

Methods

MakeCommand(string)

The commands for adding a new command or replacing an already existing one

public override ICommand MakeCommand(string commandType)

Parameters

commandType <u>string</u>♂

The command inputted by the user

Returns

ICommand

Class Form1

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

The class for creating the windows form

```
public class Form1 : 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>Form</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() d , Form.LayoutMdi(MdiLayout) d , Form.OnActivated(EventArgs) d ,
Form.OnBackgroundImageLayoutChanged(EventArgs) d, Form.OnClosing(CancelEventArgs) d,
Form.OnClosed(EventArgs) <a>r/>
</a> , Form.OnFormClosing(FormClosingEventArgs) <a>r/>
</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,
<u>Form.OnLoad(EventArgs)</u> ✓, <u>Form.OnMaximizedBoundsChanged(EventArgs)</u> ✓,
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.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() ,
<u>Form.OnResizeBegin(EventArgs)</u> ♂, <u>Form.OnResizeEnd(EventArgs)</u> ♂,
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 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,
<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(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToControl(ScrollToContr</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) ,
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> ♂,
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[]) ☑ ,
<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 ,
Control.OnBackColorChanged(EventArgs) ☑, Control.OnBindingContextChanged(EventArgs) ☑,
<u>Control.OnCausesValidationChanged(EventArgs)</u> ✓, <u>Control.OnContextMenuStripChanged(EventArgs)</u> ✓,
<u>Control.OnCursorChanged(EventArgs)</u> doi: 1. <u>Control.OnDataContextChanged(EventArgs)</u> doi: 1.
```

```
<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> ♂,
<u>Control.OnParentDataContextChanged(EventArgs)</u>  , <u>Control.OnParentEnabledChanged(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) ♂,
Control.OnDoubleClick(EventArgs) ☑, Control.OnDragEnter(DragEventArgs) ☑,
Control.OnDragOver(DragEventArgs) down, Control.OnDragLeave(EventArgs) down,
Control.OnDragDrop(DragEventArgs) ☑, Control.OnGiveFeedback(GiveFeedbackEventArgs) ☑,
Control.InvokeGotFocus(Control, EventArgs) ♂, Control.OnHelpRequested(HelpEventArgs) ♂,
<u>Control.OnInvalidated(InvalidateEventArgs)</u> documentary documentary described in the control of the control o
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) ☑,
Control.OnMouseCaptureChanged(EventArgs) ☑ , Control.OnMouseDown(MouseEventArgs) ☑ ,
<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) 
☐, 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 description, Control.ClientRectangle description, Control.CompanyName description, Control.CheckForIllegalCrossThreadCalls description, Control.ClientRectangle description, Control.CheckForIllegalCrossThreadCalls description, Control.ClientRectangle description, Control.CheckForIllegalCrossThreadCalls description, Control.ClientRectangle description, Control.CheckForIllegalCrossThreadCalls description, Control.CheckForIllegalCrossThreadCalls description, Control.CheckForIllegalCrossThreadCalls description, Control.CheckForIllegalCrossThreadCalls description, Control.CheckForIllegalCrossThreadCalls description, Control.CheckForIllegalCrossThreadCalls description, CheckForIllegalCrossThreadCalls description, CheckForIllegalCrossThreadCal
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.QueryContinueDrag ☑, Control.QueryAccessibilityHelp ☑, Control.DoubleClick ☑,
Control.Enter degree , Control.GotFocus degree , Control.KeyDown degree , Control.KeyPress degree , Control.KeyUp degree ,
Control.Layout dots, Control.Leave dots, Control.LostFocus dots, Control.MouseClick dots, Control.LostFocus dots, Control.Leave dots, Control.Lea
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. 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

Form1()

The entry point to the program where the canvas is set up

```
public Form1()
```

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_Assignment_Test

Classes

Drawingcommandstest

This test class tests the drawing commands

Class Drawingcommandstest

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

This test class tests the drawing commands

```
[TestClass]
public class Drawingcommandstest
```

Inheritance

<u>object</u> ← Drawingcommandstest

Inherited Members

Methods

DrawTo_UpdatesPosition_WhenCoordinatesAreValid()

Tests whether Drawto command moves pen to the correct position

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

MoveTo_Throws_Exception_When_Coorditnates_are_out_of_bounds()

Tests whether proper exception is thrown when coordinates are out of bounds in moveto command

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

MoveTo_UpdatesPosition_WhenCoordinatesAreValid()

Tests whether moveto command moves pen to the correct position

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

Multiline_Program_UpdatesPosition_WhenCoordinatesAreValid()

Tests whether a multiline program will move the pen to the correct position

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