

# ASE\_Assignment2 Namespace

The ASE\_Assignment namespace contains classes and interfaces to implement a command-driven graphical drawing application with extensible canvas operations.

## ▼ Classes

<a href="#">AppArray</a>	Represents a specialized implementation of the BOOSE.Array class. Provides additional functionality and restrictions for array operations.
<a href="#">AppCanvas</a>	Represents a custom canvas for drawing shapes, lines, and text. Implements the ICanvas interface.
<a href="#">AppCircle</a>	Represents a command for drawing a circle on a canvas, with an option to fill it. Inherits from the Circle class and adds functionality for filled circles.
<a href="#">AppClear</a>	Represents a command to clear the canvas in the ASE assignment. This command clears all drawings and resets the canvas to its default state.
<a href="#">AppCommandFactory</a>	Factory class responsible for creating specific command instances based on the provided command type. Inherits from CommandFactory.
<a href="#">AppCompoundCommand</a>	Represents a compound command that is linked to a specific conditional command. Inherits from <a href="#">AppConditionalCommand</a> .
<a href="#">AppConditionalCommand</a>	Represents a conditional command that is responsible for resetting the internal counter. Inherits from ConditionalCommand.
<a href="#">AppElse</a>	Represents an Else command that works in conjunction with conditional statements (e.g., If/Else). Inherits from <a href="#">AppCompoundCommand</a> and includes functionality to handle the Else logic.
<a href="#">AppEnd</a>	Represents the "End" command, which is responsible for terminating a compound command block. Inherits from End.

<a href="#">AppFor</a>	Represents the "For" loop command, used for implementing a loop structure in the program. Inherits from For.
<a href="#">AppIf</a>	Represents the "If" command, used for conditional branching in the program. Inherits from If.
<a href="#">AppInt</a>	Represents the "Int" command, which handles integer-related operations in the program. Inherits from Int.
<a href="#">AppMethod</a>	Represents the "Method" command, which is used to define and execute methods in the program. Inherits from Method.
<a href="#">AppMoveTo</a>	Represents the "MoveTo" command, which is used to move a point or cursor to a specified location on the canvas. Inherits from CanvasCommand.
<a href="#">AppParser</a>	Represents a custom parser class for parsing and executing commands. Inherits from Parser.
<a href="#">AppPeek</a>	Represents the "Peek" command, which is used to retrieve the value from a specific array element. Inherits from <a href="#">AppArray</a> .
<a href="#">AppPoke</a>	Represents the "Poke" command, which is used to set a value to a specific element in an array. Inherits from <a href="#">AppArray</a> .
<a href="#">AppReal</a>	Represents a Real number variable in the ASE assignment. Inherits from Real and allows for customization of restrictions.
<a href="#">AppRect</a>	Represents the "Rectangle" command, which is used to draw a rectangle on the canvas. Inherits from Rect.
<a href="#">AppReset</a>	Represents a command to reset the canvas in the ASE assignment. This command is used to reset the canvas to its initial state. Inherits from CanvasCommand.
<a href="#">AppStoredProgram</a>	Represents a stored program in the ASE assignment. Inherits from StoredProgram and manages execution of stored commands on a canvas.
<a href="#">AppTri</a>	Represents a command to draw a triangle on the canvas. This class is used to define a triangle's dimensions and execute its drawing on a canvas.

<a href="#">AppWhile</a>	Represents a while loop command in the ASE Assignment. Inherits from the While class, and reduces the restrictions.
<a href="#">AppWriteText</a>	Represents a command to write text to the canvas. Inherits from CommandOneParameter to define a single text parameter.
<a href="#">Form1</a>	Represents the main form of the ASE drawing application.