

NetSpell.SpellChecker Namespace

Classes

Class	Description
AssemblyInfo	AssemblyInfo class
ReplaceWordEventArgs	Summary description for ReplaceWordEventArgs.
Spelling	The Spelling class encapsulates the functions necessary to check the spelling of inputted text.
SpellingEventArgs	Class sent to the event handler when the DoubleWord or MisspelledWord event occurs

Delegates

Delegate	Description
Spelling.DeletedWordEventHandler	This represents the delegate method prototype that event receivers must implement
Spelling.DoubledWordEventHandler	This represents the delegate method prototype that event receivers must implement
Spelling.EndOfTextEventHandler	This represents the delegate method prototype that event receivers must implement
Spelling.IgnoredWordEventHandler	This represents the delegate method prototype that event receivers must implement

Spelling.MisspelledWordEventHandler	This represents the delegate method prototype that event receivers must implement
Spelling.ReplacedWordEventHandler	This represents the delegate method prototype that event receivers must implement

Enumerations

Enumeration	Description
Spelling.SuggestionEnum	The suggestion strategy to use when generating suggestions

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AssemblyInfo Class

AssemblyInfo class

For a list of all members of this type, see [AssemblyInfo Members](#).

[System.Object](#) **AssemblyInfo**

```
[Visual Basic]  
Public Class AssemblyInfo
```

```
[C#]  
public class AssemblyInfo
```

Requirements

Namespace: [NetSpell.SpellChecker](#)

Assembly: NetSpell.SpellChecker (in NetSpell.SpellChecker.dll)

See Also

[AssemblyInfo Members](#) | [NetSpell.SpellChecker Namespace](#)

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AssemblyInfo Members

[AssemblyInfo overview](#)

Public Instance Constructors

 AssemblyInfo Constructor	Initialized the AssemblyInfo class with the given type
--	--

Public Instance Properties

 CodeBase	CodeBase of Assembly
 Company	Company of Assembly
 Copyright	Copyright of Assembly
 Description	Description of Assembly
 FullName	FullName of Assembly
 Name	Name of Assembly
 Product	Product of Assembly
 Title	Title of Assembly
 Version	Version of Assembly

Public Instance Methods

 Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
 GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
 GetType (inherited from Object)	Gets the Type of the current instance.
 ToString (inherited from Object)	Returns a String that represents the current Object .

Protected Instance Methods

 Finalize (inherited from Object)	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.
 MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .

See Also

[AssemblyInfo Class](#) | [NetSpell.SpellChecker Namespace](#)

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AssemblyInfo Constructor

Initialized the AssemblyInfo class with the given type

```
[Visual Basic]Public Sub New( _  
    ByVal type As Type _  
)
```

```
[C#]  
public AssemblyInfo(  
    Type type  
) ;
```

See Also

[AssemblyInfo Class](#) | [NetSpell.SpellChecker Namespace](#)

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AssemblyInfo Properties

The properties of the **AssemblyInfo** class are listed below. For a complete list of **AssemblyInfo** class members, see the [AssemblyInfo Members](#) topic.

Public Instance Properties

 CodeBase	CodeBase of Assembly
 Company	Company of Assembly
 Copyright	Copyright of Assembly
 Description	Description of Assembly
 FullName	FullName of Assembly
 Name	Name of Assembly
 Product	Product of Assembly
 Title	Title of Assembly
 Version	Version of Assembly

See Also

[AssemblyInfo Class](#) | [NetSpell.SpellChecker Namespace](#)

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AssemblyInfo.CodeBase Property

CodeBase of Assembly

```
[Visual Basic]Public ReadOnly Property CodeBase
```

```
[C#]  
public string CodeBase {get;}
```

See Also

[AssemblyInfo Class](#) | [NetSpell.SpellChecker Namespace](#)

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AssemblyInfo.Company Property

Company of Assembly

```
[Visual Basic]Public ReadOnly Property Company
```

```
[C#]  
public string Company {get;}
```

See Also

[AssemblyInfo Class](#) | [NetSpell.SpellChecker Namespace](#)

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AssemblyInfo.Copyright Property

Copyright of Assembly

```
[Visual Basic]Public ReadOnly Property Copyright:
```

```
[C#]  
public string Copyright {get;}
```

See Also

[AssemblyInfo Class](#) | [NetSpell.SpellChecker Namespace](#)

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AssemblyInfo.Description Property

Description of Assembly

```
[Visual Basic]Public ReadOnly Property Descri:
```

```
[C#]  
public string Description {get;}
```

See Also

[AssemblyInfo Class](#) | [NetSpell.SpellChecker Namespace](#)

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AssemblyInfo.FullName Property

FullName of Assembly

```
[Visual Basic]Public ReadOnly Property FullName
```

```
[C#]  
public string FullName {get;}
```

See Also

[AssemblyInfo Class](#) | [NetSpell.SpellChecker Namespace](#)

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AssemblyInfo.Name Property

Name of Assembly

```
[Visual Basic]Public ReadOnly Property Name ,
```

```
[C#]  
public string Name {get;}
```

See Also

[AssemblyInfo Class](#) | [NetSpell.SpellChecker Namespace](#)

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AssemblyInfo.Product Property

Product of Assembly

```
[Visual Basic]Public ReadOnly Property Product
```

```
[C#]  
public string Product {get;}
```

See Also

[AssemblyInfo Class](#) | [NetSpell.SpellChecker Namespace](#)

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AssemblyInfo.Title Property

Title of Assembly

```
[Visual Basic]Public ReadOnly Property Title
```

```
[C#]  
public string Title {get;}
```

See Also

[AssemblyInfo Class](#) | [NetSpell.SpellChecker Namespace](#)

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AssemblyInfo.Version Property

Version of Assembly

```
[Visual Basic]Public ReadOnly Property Version
```

```
[C#]  
public string Version {get;}
```

See Also

[AssemblyInfo Class](#) | [NetSpell.SpellChecker Namespace](#)

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ReplaceWordEventArgs Class

Summary description for ReplaceWordEventArgs.

For a list of all members of this type, see [ReplaceWordEventArgs Members](#).

[System.Object](#) [EventArgs](#)
[SpellingEventArgs](#)

ReplaceWordEventArgs

```
[Visual Basic]  
Public Class ReplaceWordEventArgs  
Inherits SpellingEventArgs
```

```
[C#]  
public class ReplaceWordEventArgs :  
    SpellingEventArgs
```

Requirements

Namespace: [NetSpell.SpellChecker](#)

Assembly: NetSpell.SpellChecker (in NetSpell.SpellChecker.dll)

See Also

[ReplaceWordEventArgs Members](#) | [NetSpell.SpellChecker Namespace](#)

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ReplaceWordEventArgs Members

[ReplaceWordEventArgs overview](#)

Public Instance Constructors

 ReplaceWordEventArgs Constructor	Class sent to the event handler when the ReplacedWord Event is fired
--	--

Public Instance Properties

 ReplacementWord	The word to use in replacing the misspelled word
 TextIndex (inherited from SpellingEventArgs)	Text index of the WordEvent
 Word (inherited from SpellingEventArgs)	Word that caused the WordEvent
 WordIndex (inherited from SpellingEventArgs)	Word index of the WordEvent

Public Instance Methods

 Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
 GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
 GetType (inherited from Object)	Gets the Type of the current instance.
 ToString (inherited from Object)	Returns a String that represents the current Object .

Protected Instance Methods

--	--

 Finalize (inherited from Object)	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.
 MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .

See Also

[ReplaceWordEventArgs Class](#) | [NetSpell.SpellChecker Namespace](#)

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ReplaceWordEventArgs Constructor

Class sent to the event handler when the ReplacedWord Event is fired

```
[Visual Basic]Public Sub New( _  
    ByVal replacementWord As String, _  
    ByVal word As String, _  
    ByVal wordIndex As Integer, _  
    ByVal textIndex As Integer _  
)
```

```
[C#]  
public ReplaceWordEventArgs(  
    string replacementWord,  
    string word,  
    int wordIndex,  
    int textIndex  
) ;
```

See Also

[ReplaceWordEventArgs Class](#) | [NetSpell.SpellChecker Namespace](#)

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ReplaceWordEventArgs Properties

The properties of the **ReplaceWordEventArgs** class are listed below. For a complete list of **ReplaceWordEventArgs** class members, see the [ReplaceWordEventArgs Members](#) topic.

Public Instance Properties

 ReplacementWord	The word to use in replacing the misspelled word
 TextIndex (inherited from SpellingEventArgs)	Text index of the WordEvent
 Word (inherited from SpellingEventArgs)	Word that caused the WordEvent
 WordIndex (inherited from SpellingEventArgs)	Word index of the WordEvent

See Also

[ReplaceWordEventArgs Class](#) | [NetSpell.SpellChecker Namespace](#)

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ReplaceWordEventArgs.ReplacementWord Property

The word to use in replacing the misspelled word

```
[Visual Basic]Public ReadOnly Property ReplacementWord
```

```
[C#]  
public string ReplacementWord {get;}
```

See Also

[ReplaceWordEventArgs Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling Class

The Spelling class encapsulates the functions necessary to check the spelling of inputted text.

For a list of all members of this type, see [Spelling Members](#).

[System.Object](#) [MarshalByRefObject](#)
[Component](#)
Spelling

```
[Visual Basic]  
Public Class Spelling  
Inherits Component
```

```
[C#]  
public class Spelling : Component
```

Requirements

Namespace: [NetSpell.SpellChecker](#)

Assembly: NetSpell.SpellChecker (in NetSpell.SpellChecker.dll)

See Also

[Spelling Members](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling Members

[Spelling overview](#)

Public Instance Constructors

 Spelling	Overloaded. Initializes a new instance of the Spelling class.
--	---

Public Instance Properties

 AlertComplete	Display the 'Spell Check Complete' alert.
 Container (inherited from Component)	Gets the IContainer that contains the Component .
 CurrentWord	The current word being spell checked from the text property
 Dictionary	The WordDictionary object to use when spell checking
 IgnoreAllCapsWords	Ignore words with all capital letters when spell checking
 IgnoreHtml	Ignore html tags when spell checking
 IgnoreList	List of words to automatically ignore
 IgnoreWordsWithDigits	Ignore words with digits when spell checking
 MaxSuggestions	The maximum number of suggestions to generate
 ReplaceList	List of words and replacement values to automatically replace
 ReplacementWord	The word to used when replacing the misspelled word
 ShowDialog	Determines if the spell checker

	should use its internal suggestions and options dialogs.
 Site (inherited from Component)	Gets or sets the ISite of the Component .
 SuggestionForm	The internal spelling suggestions dialog form
 SuggestionMode	The suggestion strategy to use when generating suggestions
 Suggestions	An array of word suggestions for the correct spelling of the misspelled word
 Text	The text to spell check
 TextIndex	TextIndex is the index of the current text being spell checked
 WordCount	The number of words being spell checked
 WordIndex	WordIndex is the index of the current word being spell checked

Public Instance Methods

 CreateObjRef (inherited from MarshalByRefObject)	Creates an object that contains all the relevant information required to generate a proxy used to communicate with a remote object.
 DeleteWord	Deletes the CurrentWord from the Text Property
 Dispose (inherited from Component)	Overloaded. Releases all resources used by the Component .
 EditDistance	Overloaded. Calculates the

	minimum number of change, inserts or deletes required to change firstWord into secondWord
◆ Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
◆ GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
◆ GetLifetimeService (inherited from MarshalByRefObject)	Retrieves the current lifetime service object that controls the lifetime policy for this instance.
◆ GetType (inherited from Object)	Gets the Type of the current instance.
◆ GetWordIndexFromTextIndex	Gets the word index from the text index. Use this method to find a word based on the text position.
◆ IgnoreAllWord	Ignores all instances of the CurrentWord in the Text Property
◆ IgnoreWord	Ignores the instances of the CurrentWord in the Text Property
◆ InitializeLifetimeService (inherited from MarshalByRefObject)	Obtains a lifetime service object to control the lifetime policy for this instance.
◆ ReplaceAllWord	Overloaded. Replaces all instances of the CurrentWord in the Text Property
◆ ReplaceWord	Overloaded. Replaces the instances of the CurrentWord in

	the Text Property
 SpellCheck	Overloaded. Spell checks the words in the Text property starting at the WordIndex position.
 Suggest	Overloaded. Populates the Suggestions property with word suggestions for the word
 TestWord	Checks to see if the word is in the dictionary
 ToString (inherited from Component)	

Public Instance Events

 DeletedWord	This event is fired when a word is deleted
 Disposed (inherited from Component)	Adds an event handler to listen to the Disposed event on the component.
 DoubledWord	This event is fired when word is detected two times in a row
 EndOfText	This event is fired when the spell checker reaches the end of the text in the Text property
 IgnoredWord	This event is fired when a word is skipped
 MisspelledWord	This event is fired when the spell checker finds a word that is not in the dictionaries
 ReplacedWord	This event is fired when a word is replace

Protected Instance Properties

--	--

 DesignMode (inherited from Component)	Gets a value that indicates whether the Component is currently in design mode.
 Events (inherited from Component)	Gets the list of event handlers that are attached to this Component .

Protected Instance Methods

 Dispose	Overloaded. Clean up any resources being used.
 Finalize (inherited from Component)	Releases unmanaged resources and performs other cleanup operations before the Component is reclaimed by garbage collection.
 GetService (inherited from Component)	Returns an object that represents a service provided by the Component or by its Container .
 MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .
 OnDeletedWord	This is the method that is responsible for notifying receivers that the event occurred
 OnDoubledWord	This is the method that is responsible for notifying receivers that the event occurred
 OnEndOfText	This is the method that is responsible for notifying receivers that the event occurred
 OnIgnoredWord	This is the method that is

	responsible for notifying receivers that the event occurred
 OnMisspelledWord	This is the method that is responsible for notifying receivers that the event occurred
 OnReplacedWord	This is the method that is responsible for notifying receivers that the event occurred

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling Constructor

Initializes a new instance of the SpellCheck class

Overload List

Initializes a new instance of the SpellCheck class

[public Spelling\(\);](#)

Required for Windows.Forms Class Composition Designer support

[public Spelling\(IContainer\);](#)

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling Constructor ()

Initializes a new instance of the SpellCheck class

```
[Visual Basic]Overloads Public Sub New()
```

```
[C#]  
public Spelling();
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#) | [Spelling Constructor Overload List](#)

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Spelling Constructor (IContainer)

Required for Windows.Forms Class Composition Designer support

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal container As IContainer _  
)
```

```
[C#]  
public Spelling(  
    IContainer container  
);
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#) | [Spelling Constructor Overload List](#)

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Spelling Properties

The properties of the **Spelling** class are listed below. For a complete list of **Spelling** class members, see the [Spelling Members](#) topic.

Public Instance Properties

 AlertComplete	Display the 'Spell Check Complete' alert.
 Container (inherited from Component)	Gets the IContainer that contains the Component .
 CurrentWord	The current word being spell checked from the text property
 Dictionary	The WordDictionary object to use when spell checking
 IgnoreAllCapsWords	Ignore words with all capital letters when spell checking
 IgnoreHtml	Ignore html tags when spell checking
 IgnoreList	List of words to automatically ignore
 IgnoreWordsWithDigits	Ignore words with digits when spell checking
 MaxSuggestions	The maximum number of suggestions to generate
 ReplaceList	List of words and replacement values to automatically replace
 ReplacementWord	The word to used when replacing the misspelled word
 ShowDialog	Determines if the spell checker should use its internal suggestions and options dialogs.

 Site (inherited from Component)	Gets or sets the Site of the Component .
 SuggestionForm	The internal spelling suggestions dialog form
 SuggestionMode	The suggestion strategy to use when generating suggestions
 Suggestions	An array of word suggestions for the correct spelling of the misspelled word
 Text	The text to spell check
 TextIndex	TextIndex is the index of the current text being spell checked
 WordCount	The number of words being spell checked
 WordIndex	WordIndex is the index of the current word being spell checked

Protected Instance Properties

 DesignMode (inherited from Component)	Gets a value that indicates whether the Component is currently in design mode.
 Events (inherited from Component)	Gets the list of event handlers that are attached to this Component .

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.AlertComplete Property

Display the 'Spell Check Complete' alert.

```
[Visual Basic]Public Property AlertComplete ,
```

```
[C#]  
public bool AlertComplete {get; set;}
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.CurrentWord Property

The current word being spell checked from the text property

```
[Visual Basic]Public ReadOnly Property CurrentWord
```

```
[C#]  
public string CurrentWord {get;}
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.Dictionary Property

The WordDictionary object to use when spell checking

```
[Visual Basic]Public Property Dictionary As WordDictionary
```

```
[C#]  
public Dictionary.WordDictionary Dictionary {  
    get {  
        return m_dictionary;  
    }  
    set {  
        m_dictionary = value;  
    }  
}
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.IgnoreAllCapsWords Property

Ignore words with all capital letters when spell checking

```
[Visual Basic]Public Property IgnoreAllCapsWords
```

```
[C#]  
public bool IgnoreAllCapsWords {get; set;}
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.IgnoreHtml Property

Ignore html tags when spell checking

```
[Visual Basic]Public Property IgnoreHtml As Boolean
```

```
[C#]  
public bool IgnoreHtml {get; set;}
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.IgnoreList Property

List of words to automatically ignore

```
[Visual Basic]Public ReadOnly Property IgnoreList As String
```

```
[C#]  
public System.Collections.ArrayList IgnoreList { get; }
```

Remarks

When [IgnoreAllWord](#) is clicked, the [CurrentWord](#) is added to this list

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.IgnoreWordsWithDigits Property

Ignore words with digits when spell checking

```
[Visual Basic]Public Property IgnoreWordsWith
```

```
[C#]  
public bool IgnoreWordsWithDigits {get; set;}
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.MaxSuggestions Property

The maximum number of suggestions to generate

```
[Visual Basic]Public Property MaxSuggestions
```

```
[C#]  
public int MaxSuggestions {get; set;}
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.ReplaceList Property

List of words and replacement values to automatically replace

```
[Visual Basic]Public ReadOnly Property ReplaceList As List(Of Word)
```

```
[C#]  
public System.Collections.Hashtable ReplaceList { get; }
```

Remarks

When [ReplaceAllWord](#) is clicked, the [CurrentWord](#) is added to this list

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.ReplacementWord Property

The word to used when replacing the misspelled word

```
[Visual Basic]Public Property ReplacementWord
```

```
[C#]  
public string ReplacementWord {get; set;}
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#) |
[ReplaceAllWord](#) | [ReplaceWord](#)

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Spelling.ShowDialog Property

Determines if the spell checker should use its internal suggestions and options dialogs.

```
[Visual Basic]Public Property ShowDialog As Boolean
```

```
[C#]  
public bool ShowDialog {get; set;}
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.SuggestionForm Property

The internal spelling suggestions dialog form

```
[Visual Basic]Public ReadOnly Property SuggestionForm As SuggestionForm
```

```
[C#]  
public Forms.SuggestionForm SuggestionForm {get;}
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.SuggestionMode Property

The suggestion strategy to use when generating suggestions

```
[Visual Basic]Public Property SuggestionMode
```

```
[C#]  
public Spelling.SuggestionEnum SuggestionMode
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.Suggestions Property

An array of word suggestions for the correct spelling of the misspelled word

```
[Visual Basic]Public ReadOnly Property Suggest
```

```
[C#]  
public System.Collections.ArrayList Suggestio
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#) | [Suggest](#) | [SpellCheck](#) | [MaxSuggestions](#)

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Spelling.Text Property

The text to spell check

```
[Visual Basic]Public Property Text As String
```

```
[C#]  
public string Text {get; set;}
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.TextIndex Property

TextIndex is the index of the current text being spell checked

```
[Visual Basic]Public ReadOnly Property TextIndex
```

```
[C#]  
public int TextIndex {get;}
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.WordCount Property

The number of words being spell checked

```
[Visual Basic]Public ReadOnly Property WordCount
```

```
[C#]  
public int WordCount {get;}
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.WordIndex Property

WordIndex is the index of the current word being spell checked

```
[Visual Basic]Public Property WordIndex As Integer
```

```
[C#]  
public int WordIndex {get; set;}
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling Methods

The methods of the **Spelling** class are listed below. For a complete list of **Spelling** class members, see the [Spelling Members](#) topic.

Public Instance Methods

 CreateObjRef (inherited from MarshalByRefObject)	Creates an object that contains all the relevant information required to generate a proxy used to communicate with a remote object.
 DeleteWord	Deletes the CurrentWord from the Text Property
 Dispose (inherited from Component)	Overloaded. Releases all resources used by the Component .
 EditDistance	Overloaded. Calculates the minimum number of change, inserts or deletes required to change firstWord into secondWord
 Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
 GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
 GetLifetimeService (inherited from MarshalByRefObject)	Retrieves the current lifetime service object that controls the lifetime policy for this instance.
 GetType (inherited from Object)	Gets the Type of the current instance.
 GetWordIndexFromTextIndex	Gets the word index from the

	text index. Use this method to find a word based on the text position.
 IgnoreAllWord	Ignores all instances of the CurrentWord in the Text Property
 IgnoreWord	Ignores the instances of the CurrentWord in the Text Property
 InitializeLifetimeService (inherited from MarshalByRefObject)	Obtains a lifetime service object to control the lifetime policy for this instance.
 ReplaceAllWord	Overloaded. Replaces all instances of the CurrentWord in the Text Property
 ReplaceWord	Overloaded. Replaces the instances of the CurrentWord in the Text Property
 SpellCheck	Overloaded. Spell checks the words in the Text property starting at the WordIndex position.
 Suggest	Overloaded. Populates the Suggestions property with word suggestions for the word
 TestWord	Checks to see if the word is in the dictionary
 ToString (inherited from Component)	

Protected Instance Methods

 Dispose	Overloaded. Clean up any resources being used.

 Finalize (inherited from Component)	Releases unmanaged resources and performs other cleanup operations before the Component is reclaimed by garbage collection.
 GetService (inherited from Component)	Returns an object that represents a service provided by the Component or by its Container .
 MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .
 OnDeletedWord	This is the method that is responsible for notifying receivers that the event occurred
 OnDoubledWord	This is the method that is responsible for notifying receivers that the event occurred
 OnEndOfText	This is the method that is responsible for notifying receivers that the event occurred
 OnIgnoredWord	This is the method that is responsible for notifying receivers that the event occurred
 OnMisspelledWord	This is the method that is responsible for notifying receivers that the event occurred
 OnReplacedWord	This is the method that is responsible for notifying receivers that the event occurred

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.DeleteWord Method

Deletes the CurrentWord from the Text Property

```
[Visual Basic]Public Sub DeleteWord()
```

```
[C#]  
public void DeleteWord();
```

Remarks

Note, calling ReplaceWord with the ReplacementWord property set to an empty string has the same behavior as DeleteWord.

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.Dispose Method

Clean up any resources being used.

Overload List

Inherited from [Component](#).

[public void Dispose\(\);](#)

Clean up any resources being used.

[protected override void Dispose\(bool\);](#)

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.Dispose Method (Boolean)

Clean up any resources being used.

```
[Visual Basic]Overrides Overloads Protected :  
-  
    ByVal disposing As Boolean _  
)
```

```
[C#]  
protected override void Dispose(  
    bool disposing  
);
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#) |
[Spelling.Dispose Overload List](#)

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Spelling.EditDistance Method

Calculates the minimum number of change, inserts or deletes required to change firstWord into secondWord

Overload List

Calculates the minimum number of change, inserts or deletes required to change firstWord into secondWord

[`public int EditDistance\(string,string\);`](#)

Calculates the minimum number of change, inserts or deletes required to change firstWord into secondWord

[`public int EditDistance\(string,string,bool\);`](#)

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.EditDistance Method (String, String)

Calculates the minimum number of change, inserts or deletes required to change firstWord into secondWord

```
[Visual Basic]Overloads Public Function EditDistance(  
    _  
    ByVal source As String, _  
    ByVal target As String _  
    ) As Integer
```

```
[C#]  
public int EditDistance(  
    string source,  
    string target  
);
```

Parameters

source

The first word to calculate

target

The second word to calculate

Return Value

The number of edits to make firstWord equal secondWord

Remarks

This method automatically gives priority to matching the first and last char

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#) | [Spelling.EditDistance Overload List](#)

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Spelling.EditDistance Method (String, String, Boolean)

Calculates the minimum number of change, inserts or deletes required to change firstWord into secondWord

```
[Visual Basic]Overloads Public Function EditDistance(  
    _  
    ByVal source As String, _  
    ByVal target As String, _  
    ByVal positionPriority As Boolean _  
    ) As Integer
```

```
[C#]  
public int EditDistance(  
    string source,  
    string target,  
    bool positionPriority  
);
```

Parameters

source

The first word to calculate

target

The second word to calculate

positionPriority

set to true if the first and last char should have priority

Return Value

The number of edits to make firstWord equal secondWord

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#) |
[Spelling.EditDistance Overload List](#)

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Spelling.GetWordIndexFromTextIndex Method

Gets the word index from the text index. Use this method to find a word based on the text position.

```
[Visual Basic]Public Function GetWordIndexFromTextIndex(  
    _  
    ByVal textIndex As Integer _  
) As Integer
```

```
[C#]  
public int GetWordIndexFromTextIndex(  
    int textIndex  
);
```

Parameters

textIndex

The index to search for

Return Value

The word index that the text index falls on

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.IgnoreAllWord Method

Ignores all instances of the CurrentWord in the Text Property

```
[Visual Basic]Public Sub IgnoreAllWord()
```

```
[C#]  
public void IgnoreAllWord();
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.IgnoreWord Method

Ignores the instances of the CurrentWord in the Text Property

```
[Visual Basic]Public Sub IgnoreWord()
```

```
[C#]  
public void IgnoreWord();
```

Remarks

Must call SpellCheck after call this method to resume spell checking

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.OnDeletedWord Method

This is the method that is responsible for notifying receivers that the event occurred

```
[Visual Basic]Overridable Protected Sub OnDeletedWord(  
    _  
    ByVal e As SpellingEventArgs _  
)
```

```
[C#]  
protected virtual void OnDeletedWord(  
    SpellingEventArgs e  
);
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.OnDoubledWord Method

This is the method that is responsible for notifying receivers that the event occurred

```
[Visual Basic] Overridable Protected Sub OnDoubledWord(  
    _  
    ByVal e As SpellingEventArgs _  
)
```

```
[C#]  
protected virtual void OnDoubledWord(  
    SpellingEventArgs e  
);
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.OnEndOfText Method

This is the method that is responsible for notifying receivers that the event occurred

```
[Visual Basic] Overridable Protected Sub OnEndOfText(  
    _  
    ByVal e As EventArgs _  
)
```

```
[C#]  
protected virtual void OnEndOfText(  
    EventArgs e  
);
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.OnIgnoredWord Method

This is the method that is responsible for notifying receivers that the event occurred

```
[Visual Basic] Overridable Protected Sub OnIgnoredWord(  
    _  
    ByVal e As SpellingEventArgs _  
)
```

```
[C#]  
protected virtual void OnIgnoredWord(  
    SpellingEventArgs e  
);
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.OnMisspelledWord Method

This is the method that is responsible for notifying receivers that the event occurred

```
[Visual Basic] Overridable Protected Sub OnMisspelledWord(  
    _  
    ByVal e As SpellingEventArgs _  
)
```

```
[C#]  
protected virtual void OnMisspelledWord(  
    SpellingEventArgs e  
);
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.OnReplacedWord Method

This is the method that is responsible for notifying receivers that the event occurred

```
[Visual Basic] Overridable Protected Sub OnReplacedWord(  
    _  
    ByVal e As ReplaceWordEventArgs _  
)
```

```
[C#]  
protected virtual void OnReplacedWord(  
    ReplaceWordEventArgs e  
);
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.ReplaceAllWord Method

Replaces all instances of the CurrentWord in the Text Property

Overload List

Replaces all instances of the CurrentWord in the Text Property

[public void ReplaceAllWord\(\);](#)

Replaces all instances of the CurrentWord in the Text Property

[public void ReplaceAllWord\(string\);](#)

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.ReplaceAllWord Method ()

Replaces all instances of the CurrentWord in the Text Property

```
[Visual Basic]Overloads Public Sub ReplaceAllWord()
```

```
[C#]  
public void ReplaceAllWord();
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#) |
[Spelling.ReplaceAllWord Overload List](#)

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Spelling.ReplaceAllWord Method (String)

Replaces all instances of the CurrentWord in the Text Property

```
[Visual Basic]Overloads Public Sub ReplaceAllWord(  
    _  
    ByVal replacementWord As String _  
)
```

```
[C#]  
public void ReplaceAllWord(  
    string replacementWord  
);
```

Parameters

replacementWord

The word to replace the CurrentWord with

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#) |
[Spelling.ReplaceAllWord Overload List](#)

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Spelling.ReplaceWord Method

Replaces the instances of the CurrentWord in the Text Property

Overload List

Replaces the instances of the CurrentWord in the Text Property

[public void ReplaceWord\(\);](#)

Replaces the instances of the CurrentWord in the Text Property

[public void ReplaceWord\(string\);](#)

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.ReplaceWord Method ()

Replaces the instances of the CurrentWord in the Text Property

```
[Visual Basic]Overloads Public Sub ReplaceWord()
```

```
[C#]  
public void ReplaceWord();
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#) |
[Spelling.ReplaceWord Overload List](#)

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Spelling.ReplaceWord Method (String)

Replaces the instances of the CurrentWord in the Text Property

```
[Visual Basic]Overloads Public Sub ReplaceWord(  
    _  
    ByVal replacementWord As String _  
)
```

```
[C#]  
public void ReplaceWord(  
    string replacementWord  
);
```

Parameters

replacementWord

The word to replace the CurrentWord with

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#) |
[Spelling.ReplaceWord Overload List](#)

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Spelling SpellCheck Method

Spell checks the words in the [Text](#) property starting at the [WordIndex](#) position.

Overload List

Spell checks the words in the [Text](#) property starting at the [WordIndex](#) position.

[public bool SpellCheck\(\);](#)

Spell checks the words in the [Text](#) property starting at the [WordIndex](#) position. This overload takes in the WordIndex to start checking from.

[public bool SpellCheck\(int\);](#)

Spell checks a range of words in the [Text](#) property starting at the [WordIndex](#) position and ending at endWordIndex.

[public bool SpellCheck\(int,int\);](#)

Spell checks the words in the [Text](#) property starting at the [WordIndex](#) position. This overload takes in the text to spell check

[public bool SpellCheck\(string\);](#)

Spell checks the words in the [Text](#) property starting at the [WordIndex](#) position. This overload takes in the text to check and the WordIndex to start checking from.

[public bool SpellCheck\(string,int\);](#)

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#) | [CurrentWord](#) | [WordIndex](#)

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Spelling SpellCheck Method ()

Spell checks the words in the [Text](#) property starting at the [WordIndex](#) position.

```
[Visual Basic]Overloads Public Function SpellCheck()
```

```
[C#]  
public bool SpellCheck();
```

Return Value

Returns true if there is a word found in the text that is not in the dictionaries

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#) |
[Spelling.SpellCheck Overload List](#) | [CurrentWord](#) | [WordIndex](#)

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Spelling SpellCheck Method (Int32)

Spell checks the words in the [Text](#) property starting at the [WordIndex](#) position. This overload takes in the WordIndex to start checking from.

```
[Visual Basic]Overloads Public Function SpellCheck(  
    _  
    ByVal startWordIndex As Integer _  
    ) As Boolean
```

```
[C#]  
public bool SpellCheck(  
    int startWordIndex  
);
```

Parameters

startWordIndex

The index of the word to start checking from.

Return Value

Returns true if there is a word found in the text that is not in the dictionaries

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#) |
[Spelling.SpellCheck Overload List](#) | [CurrentWord](#) | [WordIndex](#)

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Spelling SpellCheck Method (Int32, Int32)

Spell checks a range of words in the [Text](#) property starting at the [WordIndex](#) position and ending at endWordIndex.

```
[Visual Basic]Overloads Public Function SpellCheck(  
    _  
    ByVal startWordIndex As Integer, _  
    ByVal endWordIndex As Integer _  
    ) As Boolean
```

```
[C#]  
public bool SpellCheck(  
    int startWordIndex,  
    int endWordIndex  
);
```

Parameters

startWordIndex

The index of the word to start checking from.

endWordIndex

The index of the word to end checking with.

Return Value

Returns true if there is a word found in the text that is not in the dictionaries

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#) |
[Spelling.SpellCheck Overload List](#) | [CurrentWord](#) | [WordIndex](#)

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Spelling SpellCheck Method (String)

Spell checks the words in the [Text](#) property starting at the [WordIndex](#) position. This overload takes in the text to spell check

```
[Visual Basic]Overloads Public Function SpellCheck(  
    _  
    ByVal text As String _  
    ) As Boolean
```

```
[C#]  
public bool SpellCheck(  
    string text  
);
```

Parameters

text

The text to spell check

Return Value

Returns true if there is a word found in the text that is not in the dictionaries

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#) | [Spelling.SpellCheck Overload List](#) | [CurrentWord](#) | [WordIndex](#)

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Spelling SpellCheck Method (String, Int32)

Spell checks the words in the [Text](#) property starting at the [WordIndex](#) position. This overload takes in the text to check and the WordIndex to start checking from.

```
[Visual Basic]Overloads Public Function SpellCheck(  
    _  
    ByVal text As String, _  
    ByVal startWordIndex As Integer _  
    ) As Boolean
```

```
[C#]  
public bool SpellCheck(  
    string text,  
    int startWordIndex  
);
```

Parameters

text

The text to spell check

startWordIndex

The index of the word to start checking from

Return Value

Returns true if there is a word found in the text that is not in the dictionaries

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#) |
[Spelling.SpellCheck Overload List](#) | [CurrentWord](#) | [WordIndex](#)

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Spelling.Suggest Method

Populates the [Suggestions](#) property with word suggestions for the [CurrentWord](#)

Overload List

Populates the [Suggestions](#) property with word suggestions for the [CurrentWord](#)

[public void Suggest\(\);](#)

Populates the [Suggestions](#) property with word suggestions for the word

[public void Suggest\(string\);](#)

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#) | [CurrentWord](#) | [Suggestions](#) | [TestWord](#)

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Spelling.Suggest Method ()

Populates the [Suggestions](#) property with word suggestions for the [CurrentWord](#)

```
[Visual Basic]Overloads Public Sub Suggest()
```

```
[C#]  
public void Suggest();
```

Remarks

[TestWord](#) must have been called before calling this method

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#) |
[Spelling.Suggest Overload List](#) | [CurrentWord](#) | [Suggestions](#) |
[TestWord](#)

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Spelling.Suggest Method (String)

Populates the [Suggestions](#) property with word suggestions for the word

```
[Visual Basic]Overloads Public Sub Suggest(  
    _  
    ByVal word As String _  
)
```

```
[C#]  
public void Suggest(  
    string word  
);
```

Parameters

word

The word to generate suggestions on

Remarks

This method sets the [Text](#) property to the word. Then calls [TestWord](#) on the word to generate the need information for suggestions. Note that the Text, CurrentWord and WordIndex properties are set when calling this method.

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#) |
[Spelling.Suggest Overload List](#) | [CurrentWord](#) | [Suggestions](#) |
[TestWord](#)

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Spelling.TestWord Method

Checks to see if the word is in the dictionary

```
[Visual Basic]Public Function TestWord( _  
    ByVal word As String _  
) As Boolean
```

```
[C#]  
public bool TestWord(  
    string word  
);
```

Parameters

word

The word to check

Return Value

Returns true if word is found in dictionary

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling Events

The events of the **Spelling** class are listed below. For a complete list of **Spelling** class members, see the [Spelling Members](#) topic.

Public Instance Events

 DeletedWord	This event is fired when a word is deleted
 Disposed (inherited from Component)	Adds an event handler to listen to the Disposed event on the component.
 DoubledWord	This event is fired when word is detected two times in a row
 EndOfText	This event is fired when the spell checker reaches the end of the text in the Text property
 IgnoredWord	This event is fired when a word is skipped
 MisspelledWord	This event is fired when the spell checker finds a word that is not in the dictionaries
 ReplacedWord	This event is fired when a word is replace

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.DeletedWord Event

This event is fired when a word is deleted

```
[Visual Basic]Public Event DeletedWord As De.
```

```
[C#]  
public event DeletedWordEventHandler Deletedv
```

Event Data

The event handler receives an argument of type [SpellingEventArgs](#) containing data related to this event. The following **SpellingEventArgs** properties provide information specific to this event.

Property	Description
TextIndex	Text index of the WordEvent
Word	Word that caused the WordEvent
WordIndex	Word index of the WordEvent

Remarks

Use this event to update the parent text

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.DoubledWord Event

This event is fired when word is detected two times in a row

```
[Visual Basic]Public Event DoubledWord As Do
```

```
[C#]  
public event DoubledWordEventHandler Doubledv
```

Event Data

The event handler receives an argument of type [SpellingEventArgs](#) containing data related to this event. The following **SpellingEventArgs** properties provide information specific to this event.

Property	Description
TextIndex	Text index of the WordEvent
Word	Word that caused the WordEvent
WordIndex	Word index of the WordEvent

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.EndOfText Event

This event is fired when the spell checker reaches the end of the text in the Text property

```
[Visual Basic]Public Event EndOfText As EndOfTextEventHandler
```

```
[C#]  
public event EndOfTextEventHandler EndOfText;
```

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.IgnoredWord Event

This event is fired when a word is skipped

```
[Visual Basic]Public Event IgnoredWord As IgnoredWordEventHandler
```

```
[C#]  
public event IgnoredWordEventHandler IgnoredWord
```

Event Data

The event handler receives an argument of type [SpellingEventArgs](#) containing data related to this event. The following **SpellingEventArgs** properties provide information specific to this event.

Property	Description
TextIndex	Text index of the WordEvent
Word	Word that caused the WordEvent
WordIndex	Word index of the WordEvent

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.MisspelledWord Event

This event is fired when the spell checker finds a word that is not in the dictionaries

```
[Visual Basic]Public Event MisspelledWord As
```

```
[C#]  
public event MisspelledWordEventHandler Missp
```

Event Data

The event handler receives an argument of type [SpellingEventArgs](#) containing data related to this event. The following **SpellingEventArgs** properties provide information specific to this event.

Property	Description
TextIndex	Text index of the WordEvent
Word	Word that caused the WordEvent
WordIndex	Word index of the WordEvent

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.ReplacedWord Event

This event is fired when a word is replace

```
[Visual Basic]Public Event ReplacedWord As ReplacedWordEventArgs
```

```
[C#]  
public event ReplacedWordEventHandler ReplacedWord
```

Event Data

The event handler receives an argument of type [ReplaceWordEventArgs](#) containing data related to this event. The following **ReplaceWordEventArgs** properties provide information specific to this event.

Property	Description
ReplacementWord	The word to use in replacing the misspelled word
TextIndex	Text index of the WordEvent
Word	Word that caused the WordEvent
WordIndex	Word index of the WordEvent

Remarks

Use this event to update the parent text

See Also

[Spelling Class](#) | [NetSpell.SpellChecker Namespace](#)

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Spelling.DeletedWordEventHandler Delegate

This represents the delegate method prototype that event receivers must implement

```
[Visual Basic]Public Delegate Sub Spelling.DeletedWordEventHandler(  
    ByVal sender As Object, _  
    ByVal e As SpellingEventArgs _  
)
```

```
[C#]  
public delegate void Spelling.DeletedWordEventHandler(  
    object sender,  
    SpellingEventArgs e  
);
```

Requirements

Namespace: [NetSpell.SpellChecker](#)

Assembly: NetSpell.SpellChecker (in NetSpell.SpellChecker.dll)

See Also

[NetSpell.SpellChecker Namespace](#)

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Spelling.DoubledWordEventHandler Delegate

This represents the delegate method prototype that event receivers must implement

```
[Visual Basic]Public Delegate Sub Spelling.D  
—  
    ByVal sender As Object, _  
    ByVal e As SpellingEventArgs _  
)
```

```
[C#]  
public delegate void Spelling.DoubledWordEvent  
    object sender,  
    SpellingEventArgs e  
);
```

Requirements

Namespace: [NetSpell.SpellChecker](#)

Assembly: NetSpell.SpellChecker (in NetSpell.SpellChecker.dll)

See Also

[NetSpell.SpellChecker Namespace](#)

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Spelling.EndOfTextEventHandler Delegate

This represents the delegate method prototype that event receivers must implement

```
[Visual Basic]Public Delegate Sub Spelling.EndOfTextEventHandler(  
    ByVal sender As Object, _  
    ByVal e As EventArgs _  
)
```

```
[C#]  
public delegate void Spelling.EndOfTextEventHandler(  
    object sender,  
    EventArgs e  
);
```

Requirements

Namespace: [NetSpell.SpellChecker](#)

Assembly: NetSpell.SpellChecker (in NetSpell.SpellChecker.dll)

See Also

[NetSpell.SpellChecker Namespace](#)

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Spelling.IgnoredWordEventHandler Delegate

This represents the delegate method prototype that event receivers must implement

```
[Visual Basic]Public Delegate Sub Spelling.IgnoredWordEventHandler(  
    _  
    ByVal sender As Object, _  
    ByVal e As SpellingEventArgs _  
)
```

```
[C#]  
public delegate void Spelling.IgnoredWordEventHandler(  
    object sender,  
    SpellingEventArgs e  
);
```

Requirements

Namespace: [NetSpell.SpellChecker](#)

Assembly: NetSpell.SpellChecker (in NetSpell.SpellChecker.dll)

See Also

[NetSpell.SpellChecker Namespace](#)

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Spelling.MisspelledWordEventHandler Delegate

This represents the delegate method prototype that event receivers must implement

```
[Visual Basic]Public Delegate Sub Spelling.M:  
—  
    ByVal sender As Object, —  
    ByVal e As SpellingEventArgs —  
)
```

```
[C#]  
public delegate void Spelling.MisspelledWordI  
    object sender,  
    SpellingEventArgs e  
);
```

Requirements

Namespace: [NetSpell.SpellChecker](#)

Assembly: NetSpell.SpellChecker (in NetSpell.SpellChecker.dll)

See Also

[NetSpell.SpellChecker Namespace](#)

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Spelling.ReplacedWordEventHandler Delegate

This represents the delegate method prototype that event receivers must implement

```
[Visual Basic]Public Delegate Sub Spelling.ReplacedWordEventHandler(  
    ByVal sender As Object, _  
    ByVal e As ReplaceWordEventArgs _  
)
```

```
[C#]  
public delegate void Spelling.ReplacedWordEventHandler(  
    object sender, _  
    ReplaceWordEventArgs e  
);
```

Requirements

Namespace: [NetSpell.SpellChecker](#)

Assembly: NetSpell.SpellChecker (in NetSpell.SpellChecker.dll)

See Also

[NetSpell.SpellChecker Namespace](#)

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Spelling.SuggestionEnum Enumeration

The suggestion strategy to use when generating suggestions

```
[Visual Basic]Public Enum Spelling.SuggestionEnum
```

```
[C#]  
public enum Spelling.SuggestionEnum
```

Members

Member Name	Description
PhoneticNearMiss	Combines the phonetic and near miss strategies
Phonetic	The phonetic strategy generates suggestions by word sound
NearMiss	The near miss strategy generates suggestion by replacing, removing, adding chars to make words

Requirements

Namespace: [NetSpell.SpellChecker](#)

Assembly: NetSpell.SpellChecker (in NetSpell.SpellChecker.dll)

See Also

[NetSpell.SpellChecker Namespace](#)

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SpellingEventArgs Class

Class sent to the event handler when the DoubleWord or MisspelledWord event occurs

For a list of all members of this type, see [SpellingEventArgs Members](#).

[System.Object](#) [EventArgs](#)
SpellingEventArgs

```
[Visual Basic]  
Public Class SpellingEventArgs  
Inherits EventArgs
```

```
[C#]  
public class SpellingEventArgs : EventArgs
```

Requirements

Namespace: [NetSpell.SpellChecker](#)

Assembly: NetSpell.SpellChecker (in NetSpell.SpellChecker.dll)

See Also

[SpellingEventArgs Members](#) | [NetSpell.SpellChecker Namespace](#)

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SpellingEventArgs Members

[SpellingEventArgs overview](#)

Public Instance Constructors

 SpellingEventArgs Constructor	Constructor used to pass in properties
---	--

Public Instance Properties

 TextIndex	Text index of the WordEvent
 Word	Word that caused the WordEvent
 WordIndex	Word index of the WordEvent

Public Instance Methods

 Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
 GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
 GetType (inherited from Object)	Gets the Type of the current instance.
 ToString (inherited from Object)	Returns a String that represents the current Object .

Protected Instance Methods

 Finalize (inherited from Object)	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.

 [MemberwiseClone](#) (inherited from **Object**)

Creates a shallow copy of the current [Object](#).

See Also

[SpellingEventArgs Class](#) | [NetSpell.SpellChecker Namespace](#)

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SpellingEventArgs Constructor

Constructor used to pass in properties

```
[Visual Basic]Public Sub New( _  
    ByVal word As String, _  
    ByVal wordIndex As Integer, _  
    ByVal textIndex As Integer _  
)
```

```
[C#]  
public SpellingEventArgs(  
    string word,  
    int wordIndex,  
    int textIndex  
) ;
```

See Also

[SpellingEventArgs Class](#) | [NetSpell.SpellChecker Namespace](#)

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SpellingEventArgs Properties

The properties of the **SpellingEventArgs** class are listed below. For a complete list of **SpellingEventArgs** class members, see the [SpellingEventArgs Members](#) topic.

Public Instance Properties

 TextIndex	Text index of the WordEvent
 Word	Word that caused the WordEvent
 WordIndex	Word index of the WordEvent

See Also

[SpellingEventArgs Class](#) | [NetSpell.SpellChecker Namespace](#)

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SpellingEventArgs.TextIndex Property

Text index of the WordEvent

```
[Visual Basic]Public ReadOnly Property TextIndex
```

```
[C#]  
public int TextIndex {get;}
```

See Also

[SpellingEventArgs Class](#) | [NetSpell.SpellChecker Namespace](#)

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SpellingEventArgs.Word Property

Word that caused the WordEvent

```
[Visual Basic]Public ReadOnly Property Word ,
```

```
[C#]  
public string Word {get;}
```

See Also

[SpellingEventArgs Class](#) | [NetSpell.SpellChecker Namespace](#)

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SpellingEventArgs.WordIndex Property

Word index of the WordEvent

```
[Visual Basic]Public ReadOnly Property WordIndex
```

```
[C#]  
public int WordIndex {get;}
```

See Also

[SpellingEventArgs Class](#) | [NetSpell.SpellChecker Namespace](#)

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NetSpell.SpellChecker.Dictionary Namespace

Classes

Class	Description
Word	The Word class represents a base word in the dictionary
WordDictionary	The WordDictionary class contains all the logic for managing the word list.

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Word Class

The Word class represents a base word in the dictionary

For a list of all members of this type, see [Word Members](#).

[System.Object](#) **Word**

```
[Visual Basic]
Public Class Word
Implements IComparable
```

```
[C#]
public class Word : IComparable
```

Requirements

Namespace: [NetSpell.SpellChecker.Dictionary](#)

Assembly: NetSpell.SpellChecker (in NetSpell.SpellChecker.dll)

See Also

[Word Members](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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Word Members

[Word overview](#)

Public Instance Constructors

 Word	Overloaded. Initializes a new instance of the Word class.
--	---

Public Instance Properties

 AffixKeys	The affix keys that can be applied to this base word
 Index	The index position of where this word appears
 PhoneticCode	The phonetic code for this word
 Text	The string for the base word

Public Instance Methods

 CompareTo	Sorts a collection of words by EditDistance
 Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
 GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
 GetType (inherited from Object)	Gets the Type of the current instance.
 ToString	Converts the word object to a string

Protected Instance Methods

 Finalize (inherited from Object)	Allows an Object to attempt to
--	--

Object)	free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.
 MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .

See Also

[Word Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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Word Constructor

Initializes a new instance of the class

Overload List

Initializes a new instance of the class

[public Word\(\);](#)

Initializes a new instance of the class

[public Word\(string\);](#)

Initializes a new instance of the class

[public Word\(string,string\);](#)

Initializes a new instance of the class

[public Word\(string,string,string\);](#)

See Also

[Word Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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Word Constructor ()

Initializes a new instance of the class

```
[Visual Basic]Overloads Public Sub New()
```

```
[C#]  
public Word();
```

See Also

[Word Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#) | [Word Constructor Overload List](#)

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Word Constructor (String, String, String)

Initializes a new instance of the class

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal text As String, _  
    ByVal affixKeys As String, _  
    ByVal phoneticCode As String _  
)
```

```
[C#]  
public Word(  
    string text,  
    string affixKeys,  
    string phoneticCode  
);
```

Parameters

text

The string for the base word

affixKeys

The affix keys that can be applied to this base word

phoneticCode

The phonetic code for this word

See Also

[Word Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#) | [Word Constructor Overload List](#)

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Word Constructor (String, String)

Initializes a new instance of the class

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal text As String, _  
    ByVal affixKeys As String _  
)
```

```
[C#]  
public Word(  
    string text,  
    string affixKeys  
);
```

Parameters

text

The string for the base word

affixKeys

The affix keys that can be applied to this base word

See Also

[Word Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#) | [Word Constructor Overload List](#)

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Word Constructor (String)

Initializes a new instance of the class

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal text As String _  
)
```

```
[C#]  
public Word(  
    string text  
);
```

Parameters

text

The string for the base word

See Also

[Word Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#) | [Word Constructor Overload List](#)

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Word Properties

The properties of the **Word** class are listed below. For a complete list of **Word** class members, see the [Word Members](#) topic.

Public Instance Properties

 AffixKeys	The affix keys that can be applied to this base word
 Index	The index position of where this word appears
 PhoneticCode	The phonetic code for this word
 Text	The string for the base word

See Also

[Word Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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Word.AffixKeys Property

The affix keys that can be applied to this base word

```
[Visual Basic]Public Property AffixKeys As String
```

```
[C#]  
public string AffixKeys {get; set;}
```

See Also

[Word Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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Word.Index Property

The index position of where this word appears

```
[Visual Basic]Public Property Index As Integer
```

```
[C#]  
public int Index {get; set;}
```

See Also

[Word Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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Word.PhoneticCode Property

The phonetic code for this word

```
[Visual Basic]Public Property PhoneticCode As
```

```
[C#]  
public string PhoneticCode {get; set;}
```

See Also

[Word Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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Word.Text Property

The string for the base word

```
[Visual Basic]Public Property Text As String
```

```
[C#]  
public string Text {get; set;}
```

See Also

[Word Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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Word Methods

The methods of the **Word** class are listed below. For a complete list of **Word** class members, see the [Word Members](#) topic.

Public Instance Methods

 CompareTo	Sorts a collection of words by EditDistance
 Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
 GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
 GetType (inherited from Object)	Gets the Type of the current instance.
 ToString	Converts the word object to a string

Protected Instance Methods

 Finalize (inherited from Object)	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.
 MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .

See Also

[Word Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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Word.CompareTo Method

Sorts a collection of words by EditDistance

```
[Visual Basic]NotOverridable Public Function  
_   
    ByVal obj As Object _  
) As Integer Implements _  
    IComparable.CompareTo
```

```
[C#]  
public int CompareTo(  
    object obj  
);
```

Implements

[IComparable.CompareTo](#)

Remarks

The compare sorts in desc order, largest EditDistance first

See Also

[Word Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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Word.ToString Method

Converts the word object to a string

```
[Visual Basic]Overrides Public Function ToString()
```

```
[C#]  
public override string ToString();
```

Return Value

Returns the Text Property contents

See Also

[Word Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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WordDictionary Class

The WordDictionary class contains all the logic for managing the word list.

For a list of all members of this type, see [WordDictionary Members](#).

[System.Object](#) [MarshalByRefObject](#)
[Component](#)

WordDictionary

```
[Visual Basic]  
Public Class WordDictionary  
Inherits Component
```

```
[C#]  
public class WordDictionary : Component
```

Requirements

Namespace: [NetSpell.SpellChecker.Dictionary](#)

Assembly: NetSpell.SpellChecker (in NetSpell.SpellChecker.dll)

See Also

[WordDictionary Members](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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WordDictionary Members

[WordDictionary overview](#)

Public Instance Constructors

 WordDictionary	Overloaded. Initializes a new instance of the WordDictionary class.
--	---

Public Instance Properties

 BaseWords	The collection of base words for the dictionary
 Container (inherited from Component)	Gets the IContainer that contains the Component .
 Copyright	Copyright text for the dictionary
 DictionaryFile	The file name for the main dictionary
 DictionaryFolder	Folder containing the dictionaries
 EnableUserFile	Set this to true to automatically create a user dictionary when a word is added.
 Initialized	True if the dictionary has been initialized
 PhoneticRules	Collection of phonetic rules for this dictionary
 PrefixRules	Collection of affix prefixes for the base words in this dictionary
 ReplaceCharacters	List of characters to use when generating suggestions using the near miss strategy
 Site (inherited from Component)	Gets or sets the ISite of the Component .

 SuffixRules	Collection of affix suffixes for the base words in this dictionary
 TryCharacters	List of characters to try when generating suggestions using the near miss strategy
 UserFile	The file name for the user word list for this dictionary
 UserWords	List of user entered words in this dictionary

Public Instance Methods

 Add	Adds a word to the user list
 Clear	Clears the user list of words
 Contains	Searches all contained word lists for word
 CreateObjRef (inherited from MarshalByRefObject)	Creates an object that contains all the relevant information required to generate a proxy used to communicate with a remote object.
 Dispose (inherited from Component)	Overloaded. Releases all resources used by the Component .
 Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
 ExpandWord	Expands an affix compressed base word
 GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
 GetLifetimeService (inherited)	Retrieves the current lifetime

from MarshalByRefObject)	service object that controls the lifetime policy for this instance.
◆ GetType (inherited from Object)	Gets the Type of the current instance.
◆ Initialize	Initializes the dictionary by loading and parsing the dictionary file and the user file.
◆ InitializeLifetimeService (inherited from MarshalByRefObject)	Obtains a lifetime service object to control the lifetime policy for this instance.
◆ PhoneticCode	Generates a phonetic code of how the word sounds
◆ Remove	Removes a word from the user list
◆ ToString (inherited from Component)	

Public Instance Events

⚡ Disposed (inherited from Component)	Adds an event handler to listen to the Disposed event on the component.
---	---

Protected Instance Properties

🔧 DesignMode (inherited from Component)	Gets a value that indicates whether the Component is currently in design mode.
🔧 Events (inherited from Component)	Gets the list of event handlers that are attached to this Component .

Protected Instance Methods

💡 Dispose	Overloaded. Clean up any resources being used.
---------------------------	--

 Finalize (inherited from Component)	Releases unmanaged resources and performs other cleanup operations before the Component is reclaimed by garbage collection.
 GetService (inherited from Component)	Returns an object that represents a service provided by the Component or by its Container .
 MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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WordDictionary Constructor

Initializes a new instance of the class

Overload List

Initializes a new instance of the class

[public WordDictionary\(\);](#)

Initializes a new instance of the class

[public WordDictionary\(IContainer\);](#)

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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WordDictionary Constructor ()

Initializes a new instance of the class

```
[Visual Basic]Overloads Public Sub New()
```

```
[C#]  
public WordDictionary();
```

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#) | [WordDictionary Constructor Overload List](#)

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WordDictionary Constructor (IContainer)

Initializes a new instance of the class

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal container As IContainer _  
)
```

```
[C#]  
public WordDictionary(  
    IContainer container  
);
```

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#) | [WordDictionary Constructor Overload List](#)

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WordDictionary Properties

The properties of the **WordDictionary** class are listed below. For a complete list of **WordDictionary** class members, see the [WordDictionary Members](#) topic.

Public Instance Properties

 BaseWords	The collection of base words for the dictionary
 Container (inherited from Component)	Gets the IContainer that contains the Component .
 Copyright	Copyright text for the dictionary
 DictionaryFile	The file name for the main dictionary
 DictionaryFolder	Folder containing the dictionaries
 EnableUserFile	Set this to true to automatically create a user dictionary when a word is added.
 Initialized	True if the dictionary has been initialized
 PhoneticRules	Collection of phonetic rules for this dictionary
 PrefixRules	Collection of affix prefixes for the base words in this dictionary
 ReplaceCharacters	List of characters to use when generating suggestions using the near miss strategy
 Site (inherited from Component)	Gets or sets the ISite of the Component .
 SuffixRules	Collection of affix suffixes for the base words in this dictionary

 TryCharacters	List of characters to try when generating suggestions using the near miss strategy
 UserFile	The file name for the user word list for this dictionary
 UserWords	List of user entered words in this dictionary

Protected Instance Properties

 DesignMode (inherited from Component)	Gets a value that indicates whether the Component is currently in design mode.
 Events (inherited from Component)	Gets the list of event handlers that are attached to this Component .

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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WordDictionary.BaseWords Property

The collection of base words for the dictionary

```
[Visual Basic]Public ReadOnly Property BaseWords
```

```
[C#]  
public System.Collections.Hashtable BaseWords
```

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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WordDictionary.Copyright Property

Copyright text for the dictionary

```
[Visual Basic]Public Property Copyright As String
```

```
[C#]  
public string Copyright {get; set;}
```

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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WordDictionary.DictionaryFile Property

The file name for the main dictionary

```
[Visual Basic]Public Property DictionaryFile
```

```
[C#]  
public string DictionaryFile {get; set;}
```

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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WordDictionary.DictionaryFolder Property

Folder containing the dictionaries

```
[Visual Basic]Public Property DictionaryFolder
```

```
[C#]  
public string DictionaryFolder {get; set;}
```

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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WordDictionary.EnableUserFile Property

Set this to true to automatically create a user dictionary when a word is added.

```
[Visual Basic]Public Property EnableUserFile
```

```
[C#]  
public bool EnableUserFile {get; set;}
```

Remarks

This should be set to false in a web environment

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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WordDictionary.Initialized Property

True if the dictionary has been initialized

```
[Visual Basic]Public ReadOnly Property Initialized
```

```
[C#]  
public bool Initialized {get;}
```

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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WordDictionary.PhoneticRules Property

Collection of phonetic rules for this dictionary

```
[Visual Basic]Public ReadOnly Property PhoneticRules
```

```
[C#]  
public Phonetic.PhoneticRuleCollection PhoneticRules
```

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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WordDictionary.PrefixRules Property

Collection of affix prefixes for the base words in this dictionary

```
[Visual Basic]Public ReadOnly Property PrefixRules
```

```
[C#]  
public Affix.AffixRuleCollection PrefixRules
```

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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WordDictionary.ReplaceCharacters Property

List of characters to use when generating suggestions using the near miss strategy

```
[Visual Basic]Public ReadOnly Property ReplaceCharacters
```

```
[C#]  
public System.Collections.ArrayList ReplaceCharacters
```

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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WordDictionary.SuffixRules Property

Collection of affix suffixes for the base words in this dictionary

```
[Visual Basic]Public ReadOnly Property SuffixRules
```

```
[C#]  
public Affix.AffixRuleCollection SuffixRules
```

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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WordDictionary.TryCharacters Property

List of characters to try when generating suggestions using the near miss strategy

```
[Visual Basic]Public Property TryCharacters As Char()
```

```
[C#]  
public string TryCharacters {get; set;}
```

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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WordDictionary.UserFile Property

The file name for the user word list for this dictionary

```
[Visual Basic]Public Property UserFile As String
```

```
[C#]  
public string UserFile {get; set;}
```

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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WordDictionary.UserWords Property

List of user entered words in this dictionary

```
[Visual Basic]Public ReadOnly Property UserWords
```

```
[C#]  
public System.Collections.Hashtable UserWords
```

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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WordDictionary Methods

The methods of the **WordDictionary** class are listed below. For a complete list of **WordDictionary** class members, see the [WordDictionary Members](#) topic.

Public Instance Methods

Add	Adds a word to the user list
Clear	Clears the user list of words
Contains	Searches all contained word lists for word
CreateObjRef (inherited from MarshalByRefObject)	Creates an object that contains all the relevant information required to generate a proxy used to communicate with a remote object.
Dispose (inherited from Component)	Overloaded. Releases all resources used by the Component .
Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
ExpandWord	Expands an affix compressed base word
GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
GetLifetimeService (inherited from MarshalByRefObject)	Retrieves the current lifetime service object that controls the lifetime policy for this instance.
GetType (inherited from Object)	Gets the Type of the current instance.

 Initialize	Initializes the dictionary by loading and parsing the dictionary file and the user file.
 InitializeLifetimeService (inherited from MarshalByRefObject)	Obtains a lifetime service object to control the lifetime policy for this instance.
 PhoneticCode	Generates a phonetic code of how the word sounds
 Remove	Removes a word from the user list
 ToString (inherited from Component)	

Protected Instance Methods

 Dispose	Overloaded. Clean up any resources being used.
 Finalize (inherited from Component)	Releases unmanaged resources and performs other cleanup operations before the Component is reclaimed by garbage collection.
 GetService (inherited from Component)	Returns an object that represents a service provided by the Component or by its Container .
 MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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WordDictionary.Add Method

Adds a word to the user list

```
[Visual Basic]Public Sub Add( _  
    ByVal word As String _  
)
```

```
[C#]  
public void Add(  
    string word  
);
```

Parameters

word

The word to add

Remarks

This method is only affects the user word list

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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WordDictionary.Clear Method

Clears the user list of words

```
[Visual Basic]Public Sub Clear()
```

```
[C#]  
public void Clear();
```

Remarks

This method is only affects the user word list

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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WordDictionary.Contains Method

Searches all contained word lists for word

```
[Visual Basic]Public Function Contains( _  
    ByVal word As String _  
) As Boolean
```

```
[C#]  
public bool Contains(  
    string word  
);
```

Parameters

word

The word to search for

Return Value

Returns true if word is found

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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WordDictionary.Dispose Method

Clean up any resources being used.

Overload List

Inherited from [Component](#).

[public void Dispose\(\);](#)

Clean up any resources being used.

[protected override void Dispose\(bool\);](#)

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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WordDictionary.Dispose Method (Boolean)

Clean up any resources being used.

```
[Visual Basic]Overrides Overloads Protected :  
-  
    ByVal disposing As Boolean _  
)
```

```
[C#]  
protected override void Dispose(  
    bool disposing  
);
```

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#) | [WordDictionary.Dispose Overload List](#)

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WordDictionary.ExpandWord Method

Expands an affix compressed base word

```
[Visual Basic]Public Function ExpandWord(  
    _  
    ByVal word As Word _  
) As ArrayList
```

```
[C#]  
public ArrayList ExpandWord(  
    Word word  
);
```

Parameters

word

The word to expand

Return Value

A System.Collections.ArrayList of words expanded from base word

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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WordDictionary.Initialize Method

Initializes the dictionary by loading and parsing the dictionary file and the user file.

```
[Visual Basic]Public Sub Initialize()
```

```
[C#]  
public void Initialize();
```

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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WordDictionary.PhoneticCode Method

Generates a phonetic code of how the word sounds

```
[Visual Basic]Public Function PhoneticCode(  
    _  
    ByVal word As String _  
) As String
```

```
[C#]  
public string PhoneticCode(  
    string word  
);
```

Parameters

word

The word to generated the sound code from

Return Value

A code of how the word sounds

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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WordDictionary.Remove Method

Removes a word from the user list

```
[Visual Basic]Public Sub Remove( _  
    ByVal word As String _  
)
```

```
[C#]  
public void Remove(  
    string word  
);
```

Parameters

word

The word to remove

Remarks

This method is only affects the user word list

See Also

[WordDictionary Class](#) | [NetSpell.SpellChecker.Dictionary Namespace](#)

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NetSpell.SpellChecker.Dictionary.Affix Namespace

Classes

Class	Description
AffixEntry	Rule Entry for expanding base words
AffixEntryCollection	A collection that stores 'AffixEntry' objects.
AffixEntryEnumerator	A strongly typed enumerator for 'AffixEntryCollection'
AffixRule	Rule for expanding base words
AffixRuleCollection	A dictionary collection that stores 'AffixRule' objects.
AffixRuleEnumerator	A strongly typed enumerator for 'AffixRuleCollection'
AffixUtility	Summary description for AffixUtility.

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AffixEntry Class

Rule Entry for expanding base words

For a list of all members of this type, see [AffixEntry Members](#).

[System.Object](#) **AffixEntry**

```
[Visual Basic]  
Public Class AffixEntry
```

```
[C#]  
public class AffixEntry
```

Requirements

Namespace: [NetSpell.SpellChecker.Dictionary.Affix](#)

Assembly: NetSpell.SpellChecker (in NetSpell.SpellChecker.dll)

See Also

[AffixEntry Members](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntry Members

[AffixEntry overview](#)

Public Instance Constructors

 AffixEntry Constructor	Initializes a new instance of the class
--	---

Public Instance Properties

 AddCharacters	The characters to add to the string
 Condition	The condition to be met in order to add characters
 ConditionCount	The number of conditions that must be met
 StripCharacters	The characters to remove before adding characters

Public Instance Methods

 Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
 GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
 GetType (inherited from Object)	Gets the Type of the current instance.
 ToString (inherited from Object)	Returns a String that represents the current Object .

Protected Instance Methods

 Finalize (inherited from Object)	Allows an Object to attempt to
--	--

Object)	free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.
 MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .

See Also

[AffixEntry Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntry Constructor

Initializes a new instance of the class

```
[Visual Basic]Public Sub New()
```

```
[C#]  
public AffixEntry();
```

See Also

[AffixEntry Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntry Properties

The properties of the **AffixEntry** class are listed below. For a complete list of **AffixEntry** class members, see the [AffixEntry Members](#) topic.

Public Instance Properties

 AddCharacters	The characters to add to the string
 Condition	The condition to be met in order to add characters
 ConditionCount	The number of conditions that must be met
 StripCharacters	The characters to remove before adding characters

See Also

[AffixEntry Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntry.AddCharacters Property

The characters to add to the string

```
[Visual Basic]Public Property AddCharacters As String
```

```
[C#]  
public string AddCharacters {get; set;}
```

See Also

[AffixEntry Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntry.Condition Property

The condition to be met in order to add characters

```
[Visual Basic]Public Property Condition As I
```

```
[C#]  
public int[] Condition {get; set;}
```

See Also

[AffixEntry Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntry.ConditionCount Property

The number of conditions that must be met

```
[Visual Basic]Public Property ConditionCount
```

```
[C#]  
public int ConditionCount {get; set;}
```

See Also

[AffixEntry Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntry.StripCharacters Property

The characters to remove before adding characters

```
[Visual Basic]Public Property StripCharacters:
```

```
[C#]  
public string StripCharacters {get; set;}
```

See Also

[AffixEntry Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntryCollection Class

A collection that stores 'AffixEntry' objects.

For a list of all members of this type, see [AffixEntryCollection Members](#).

[System.Object](#) [CollectionBase](#)
AffixEntryCollection

```
[Visual Basic]
Public Class AffixEntryCollection
Inherits CollectionBase
```

```
[C#]
public class AffixEntryCollection :
    CollectionBase
```

Requirements

Namespace: [NetSpell.SpellChecker.Dictionary.Affix](#)

Assembly: NetSpell.SpellChecker (in NetSpell.SpellChecker.dll)

See Also

[AffixEntryCollection Members](#) |
[NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntryCollection Members

[AffixEntryCollection overview](#)

Public Instance Constructors

 AffixEntryCollection	Overloaded. Initializes a new instance of the AffixEntryCollection class.
--	---

Public Instance Properties

 Count (inherited from CollectionBase)	Gets the number of elements contained in the CollectionBase instance.
 Item	Represents the 'AffixEntry' item at the specified index position.

Public Instance Methods

 Add	Adds a 'AffixEntry' item with the specified value to the 'AffixEntryCollection'
 AddRange	Overloaded. Copies the elements of an array at the end of this instance of 'AffixEntryCollection'.
 Clear (inherited from CollectionBase)	Removes all objects from the CollectionBase instance.
 Contains	Gets a value indicating whether the 'AffixEntryCollection' contains the specified value.
 CopyTo	Copies the 'AffixEntryCollection' values to a one-dimensional System.Array instance starting at the specified array index.
 Equals (inherited from Object)	Determines whether the

	specified Object is equal to the current Object .
 GetEnumerator	Returns an enumerator that can be used to iterate through the 'AffixEntryCollection'.
 GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
 GetType (inherited from Object)	Gets the Type of the current instance.
 IndexOf	Returns the index of a 'AffixEntry' object in the collection.
 Insert	Inserts an existing 'AffixEntry' into the collection at the specified index.
 Remove	Removes a specific item from the 'AffixEntryCollection'.
 RemoveAt (inherited from CollectionBase)	Removes the element at the specified index of the CollectionBase instance.
 ToString (inherited from Object)	Returns a String that represents the current Object .

Protected Instance Properties

 InnerList (inherited from CollectionBase)	Gets an ArrayList containing the list of elements in the CollectionBase instance.
 List (inherited from CollectionBase)	Gets an IList containing the list of elements in the CollectionBase instance.

Protected Instance Methods

 Finalize (inherited from Object)	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.
 MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .
 OnClear (inherited from CollectionBase)	Performs additional custom processes when clearing the contents of the CollectionBase instance.
 OnClearComplete (inherited from CollectionBase)	Performs additional custom processes after clearing the contents of the CollectionBase instance.
 OnInsert (inherited from CollectionBase)	Performs additional custom processes before inserting a new element into the CollectionBase instance.
 OnInsertComplete (inherited from CollectionBase)	Performs additional custom processes after inserting a new element into the CollectionBase instance.
 OnRemove (inherited from CollectionBase)	Performs additional custom processes when removing an element from the CollectionBase instance.
 OnRemoveComplete (inherited from CollectionBase)	Performs additional custom processes after removing an element from the CollectionBase instance.
 OnSet (inherited from CollectionBase)	Performs additional custom processes before setting a value in the CollectionBase instance.

 OnSetComplete (inherited from CollectionBase)	Performs additional custom processes after setting a value in the CollectionBase instance.
 OnValidate (inherited from CollectionBase)	Performs additional custom processes when validating a value.

Explicit Interface Implementations

 ICollection.CopyTo (inherited from CollectionBase)	
 IList.Add (inherited from CollectionBase)	
 IList.Contains (inherited from CollectionBase)	
 IList.IndexOf (inherited from CollectionBase)	
 IList.Insert (inherited from CollectionBase)	
 IList.Remove (inherited from CollectionBase)	

See Also

[AffixEntryCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntryCollection Constructor

Initializes a new instance of 'AffixEntryCollection'.

Overload List

Initializes a new instance of 'AffixEntryCollection'.

[public AffixEntryCollection\(\);](#)

Initializes a new instance of 'AffixEntryCollection' with an array of 'AffixEntry' objects.

[public AffixEntryCollection\(AffixEntry\[\]\);](#)

Initializes a new instance of 'AffixEntryCollection' based on an already existing instance.

[public AffixEntryCollection\(AffixEntryCollection\);](#)

See Also

[AffixEntryCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntryCollection Constructor ()

Initializes a new instance of 'AffixEntryCollection'.

```
[Visual Basic]Overloads Public Sub New()
```

```
[C#]  
public AffixEntryCollection();
```

See Also

[AffixEntryCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#) | [AffixEntryCollection Constructor Overload List](#)

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AffixEntryCollection Constructor (AffixEntryCollection)

Initializes a new instance of 'AffixEntryCollection' based on an already existing instance.

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal value As AffixEntryCollection _  
)
```

```
[C#]  
public AffixEntryCollection(  
    AffixEntryCollection value  
);
```

Parameters

value

A 'AffixEntryCollection' from which the contents is copied

See Also

[AffixEntryCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#) | [AffixEntryCollection Constructor Overload List](#)

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AffixEntryCollection Constructor (AffixEntry[])

Initializes a new instance of 'AffixEntryCollection' with an array of 'AffixEntry' objects.

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal value As AffixEntry\(\) _  
)
```

```
[C#]  
public AffixEntryCollection(  
    AffixEntry\[\] value  
);
```

Parameters

value

An array of 'AffixEntry' objects with which to initialize the collection

See Also

[AffixEntryCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#) | [AffixEntryCollection Constructor Overload List](#)

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AffixEntryCollection Properties

The properties of the **AffixEntryCollection** class are listed below. For a complete list of **AffixEntryCollection** class members, see the [AffixEntryCollection Members](#) topic.

Public Instance Properties

 Count (inherited from CollectionBase)	Gets the number of elements contained in the CollectionBase instance.
 Item	Represents the 'AffixEntry' item at the specified index position.

Protected Instance Properties

 InnerList (inherited from CollectionBase)	Gets an ArrayList containing the list of elements in the CollectionBase instance.
 List (inherited from CollectionBase)	Gets an IList containing the list of elements in the CollectionBase instance.

See Also

[AffixEntryCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntryCollection.Item Property

Represents the 'AffixEntry' item at the specified index position.

```
[Visual Basic]Public Default Property Item(  
    _  
    ByVal index As Integer _  
) As AffixEntry
```

```
[C#]  
public AffixEntry this[  
    int index  
] {get; set;}
```

Parameters

index

The zero-based index of the entry to locate in the collection.

Property Value

The entry at the specified index of the collection.

See Also

[AffixEntryCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntryCollection Methods

The methods of the **AffixEntryCollection** class are listed below. For a complete list of **AffixEntryCollection** class members, see the [AffixEntryCollection Members](#) topic.

Public Instance Methods

 Add	Adds a 'AffixEntry' item with the specified value to the 'AffixEntryCollection'
 AddRange	Overloaded. Copies the elements of an array at the end of this instance of 'AffixEntryCollection'.
 Clear (inherited from CollectionBase)	Removes all objects from the CollectionBase instance.
 Contains	Gets a value indicating whether the 'AffixEntryCollection' contains the specified value.
 CopyTo	Copies the 'AffixEntryCollection' values to a one-dimensional System.Array instance starting at the specified array index.
 Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
 GetEnumerator	Returns an enumerator that can be used to iterate through the 'AffixEntryCollection'.
 GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
 GetType (inherited from	Gets the Type of the current

Object)	instance.
◆ IndexOf	Returns the index of a 'AffixEntry' object in the collection.
◆ Insert	Inserts an existing 'AffixEntry' into the collection at the specified index.
◆ Remove	Removes a specific item from the 'AffixEntryCollection'.
◆ RemoveAt (inherited from CollectionBase)	Removes the element at the specified index of the CollectionBase instance.
◆ ToString (inherited from Object)	Returns a String that represents the current Object .

Protected Instance Methods

◆ Finalize (inherited from Object)	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.
◆ MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .
◆ OnClear (inherited from CollectionBase)	Performs additional custom processes when clearing the contents of the CollectionBase instance.
◆ OnClearComplete (inherited from CollectionBase)	Performs additional custom processes after clearing the contents of the CollectionBase instance.
◆ OnInsert (inherited from CollectionBase)	Performs additional custom processes before inserting a new element into the

	CollectionBase instance.
 OnInsertComplete (inherited from CollectionBase)	Performs additional custom processes after inserting a new element into the CollectionBase instance.
 OnRemove (inherited from CollectionBase)	Performs additional custom processes when removing an element from the CollectionBase instance.
 OnRemoveComplete (inherited from CollectionBase)	Performs additional custom processes after removing an element from the CollectionBase instance.
 OnSet (inherited from CollectionBase)	Performs additional custom processes before setting a value in the CollectionBase instance.
 OnSetComplete (inherited from CollectionBase)	Performs additional custom processes after setting a value in the CollectionBase instance.
 OnValidate (inherited from CollectionBase)	Performs additional custom processes when validating a value.

Explicit Interface Implementations

 ICollection.CopyTo (inherited from CollectionBase)	
 IList.Add (inherited from CollectionBase)	
 IList.Contains (inherited from CollectionBase)	
 IList.IndexOf (inherited from CollectionBase)	

 IList.Insert (inherited from CollectionBase)	
 IList.Remove (inherited from CollectionBase)	

See Also

[AffixEntryCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntryCollection.Add Method

Adds a 'AffixEntry' item with the specified value to the 'AffixEntryCollection'

```
[Visual Basic]Public Function Add( _  
    ByVal value As AffixEntry _  
) As Integer
```

```
[C#]  
public int Add(  
    AffixEntry value  
);
```

Parameters

value

The 'AffixEntry' to add.

Return Value

The index at which the new element was inserted.

See Also

[AffixEntryCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntryCollection.AddRange Method

Copies the elements of an array at the end of this instance of 'AffixEntryCollection'.

Overload List

Copies the elements of an array at the end of this instance of 'AffixEntryCollection'.

[`public void AddRange\(AffixEntry\[\]\);`](#)

Adds the contents of another 'AffixEntryCollection' at the end of this instance.

[`public void AddRange\(AffixEntryCollection\);`](#)

See Also

[AffixEntryCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntryCollection.AddRange Method (AffixEntry[])

Copies the elements of an array at the end of this instance of 'AffixEntryCollection'.

```
[Visual Basic]Overloads Public Sub AddRange(  
    _  
    ByVal value As AffixEntry\(\) _  
)
```

```
[C#]  
public void AddRange(  
    AffixEntry\[\] value  
);
```

Parameters

value

An array of 'AffixEntry' objects to add to the collection.

See Also

[AffixEntryCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#) | [AffixEntryCollection.AddRange Overload List](#)

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AffixEntryCollection.AddRange Method (AffixEntryCollection)

Adds the contents of another 'AffixEntryCollection' at the end of this instance.

```
[Visual Basic]Overloads Public Sub AddRange(  
    _  
    ByVal value As AffixEntryCollection _  
)
```

```
[C#]  
public void AddRange(  
    AffixEntryCollection value  
);
```

Parameters

value

A 'AffixEntryCollection' containing the objects to add to the collection.

See Also

[AffixEntryCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#) | [AffixEntryCollection.AddRange Overload List](#)

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AffixEntryCollection.Contains Method

Gets a value indicating whether the 'AffixEntryCollection' contains the specified value.

```
[Visual Basic]Public Function Contains( _  
    ByVal value As AffixEntry _  
) As Boolean
```

```
[C#]  
public bool Contains(  
    AffixEntry value  
);
```

Parameters

value

The item to locate.

Return Value

True if the item exists in the collection; false otherwise.

See Also

[AffixEntryCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntryCollection.CopyTo Method

Copies the 'AffixEntryCollection' values to a one-dimensional System.Array instance starting at the specified array index.

```
[Visual Basic]Public Sub CopyTo( _  
    ByVal array As AffixEntry\(\), _  
    ByVal index As Integer _  
)
```

```
[C#]  
public void CopyTo(  
    AffixEntry\[\] array,  
    int index  
);
```

Parameters

array

The one-dimensional System.Array that represents the copy destination.

index

The index in the array where copying begins.

See Also

[AffixEntryCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntryCollection.GetEnumerator Method

Returns an enumerator that can be used to iterate through the 'AffixEntryCollection'.

```
[Visual Basic]Public Function GetEnumerator(
```

```
[C#]  
new public AffixEntryEnumerator GetEnumerator()
```

See Also

[AffixEntryCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntryCollection.IndexOf Method

Returns the index of a 'AffixEntry' object in the collection.

```
[Visual Basic]Public Function IndexOf( _  
    ByVal value As AffixEntry _  
) As Integer
```

```
[C#]  
public int IndexOf(  
    AffixEntry value  
);
```

Parameters

value

The 'AffixEntry' object whose index will be retrieved.

Return Value

If found, the index of the value; otherwise, -1.

See Also

[AffixEntryCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntryCollection.Insert Method

Inserts an existing 'AffixEntry' into the collection at the specified index.

```
[Visual Basic]Public Sub Insert( _  
    ByVal index As Integer, _  
    ByVal value As AffixEntry _  
)
```

```
[C#]  
public void Insert(  
    int index,  
    AffixEntry value  
);
```

Parameters

index

The zero-based index where the new item should be inserted.

value

The item to insert.

See Also

[AffixEntryCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntryCollection.Remove Method

Removes a specific item from the 'AffixEntryCollection'.

```
[Visual Basic]Public Sub Remove( _  
    ByVal value As AffixEntry _  
)
```

```
[C#]  
public void Remove(  
    AffixEntry value  
);
```

Parameters

value

The item to remove from the 'AffixEntryCollection'.

See Also

[AffixEntryCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEnumerator Class

A strongly typed enumerator for 'AffixEntryCollection'

For a list of all members of this type, see [AffixEnumerator Members](#).

[System.Object](#) **AffixEnumerator**

```
[Visual Basic]
Public Class AffixEnumerator
Implements IEnumerator
```

```
[C#]
public class AffixEnumerator :
    IEnumerator
```

Requirements

Namespace: [NetSpell.SpellChecker.Dictionary.Affix](#)

Assembly: NetSpell.SpellChecker (in NetSpell.SpellChecker.dll)

See Also

[AffixEnumerator Members](#) |
[NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntryEnumerator Members

[AffixEntryEnumerator overview](#)

Public Instance Constructors

 AffixEntryEnumerator Constructor	Enumerator constructor
--	------------------------

Public Instance Properties

 Current	Gets the current element from the collection (strongly typed)
---	---

Public Instance Methods

 Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
 GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
 GetType (inherited from Object)	Gets the Type of the current instance.
 MoveNext	Advances the enumerator to the next element of the collection
 Reset	Sets the enumerator to the first element in the collection
 ToString (inherited from Object)	Returns a String that represents the current Object .

Protected Instance Methods

 Finalize (inherited from Object)	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by
--	--

	garbage collection.
 MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .

Private Instance Properties

 System.Collections.IEnumerator.Current	
--	--

Explicit Interface Implementations

 Enumerator.MoveNext	Advances the enumerator to the next element of the collection
 Enumerator.Reset	Sets the enumerator to the first element in the collection

See Also

[AffixEntryEnumerator Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntryEnumerator Constructor

Enumerator constructor

```
[Visual Basic]Public Sub New( _  
    ByVal  
    mappings As AffixEntryCollection _  
)
```

```
[C#]  
public AffixEntryEnumerator(  
    AffixEntryCollection mappings  
);
```

See Also

[AffixEntryEnumerator Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntryEnumerator Properties

The properties of the **AffixEntryEnumerator** class are listed below. For a complete list of **AffixEntryEnumerator** class members, see the [AffixEntryEnumerator Members](#) topic.

Public Instance Properties

 Current	Gets the current element from the collection (strongly typed)
---	---

Private Instance Properties

 System.Collections.IEnumerator.Current	
--	--

See Also

[AffixEntryEnumerator Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntryEnumerator.Current Property

Gets the current element from the collection (strongly typed)

```
[Visual Basic]Public ReadOnly Property Current
```

```
[C#]  
public AffixEntry Current {get;}
```

See Also

[AffixEntryEnumerator Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntryEnumerator.System.Collections.IEnumerator.Current Property

```
[Visual Basic] NotOverridable Private ReadOnly
```

```
[C#]  
private object System.Collections.IEnumerator
```

See Also

[AffixEntryEnumerator Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntryEnumerator Methods

The methods of the **AffixEntryEnumerator** class are listed below. For a complete list of **AffixEntryEnumerator** class members, see the [AffixEntryEnumerator Members](#) topic.

Public Instance Methods

 Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
 GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
 GetType (inherited from Object)	Gets the Type of the current instance.
 MoveNext	Advances the enumerator to the next element of the collection
 Reset	Sets the enumerator to the first element in the collection
 ToString (inherited from Object)	Returns a String that represents the current Object .

Protected Instance Methods

 Finalize (inherited from Object)	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.
 MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .

Explicit Interface Implementations

 IEnumerator.MoveNext	Advances the enumerator to the
--	--------------------------------

	next element of the collection
 IEnumerator.Reset	Sets the enumerator to the first element in the collection

See Also

[AffixEntryEnumerator Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntryEnumerator.MoveNext Method

Advances the enumerator to the next element of the collection

```
[Visual Basic]Public Function MoveNext() As Boolean
```

```
[C#]  
public bool MoveNext();
```

See Also

[AffixEntryEnumerator Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntryEnumerator.Reset Method

Sets the enumerator to the first element in the collection

```
[Visual Basic]Public Sub Reset()
```

```
[C#]  
public void Reset();
```

See Also

[AffixEntryEnumerator Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntryEnumerator.IEnumerator.MoveNext Method

Advances the enumerator to the next element of the collection

```
[Visual Basic]Function MoveNext() As Boolean  
Implements _  
    IEnumerator.MoveNext
```

```
[C#]  
bool IEnumerator.MoveNext();
```

Implements

[IEnumerator.MoveNext](#)

See Also

[AffixEntryEnumerator Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixEntryEnumerator.IEnumerator.Reset Method

Sets the enumerator to the first element in the collection

```
[Visual Basic] Sub Reset() Implements _  
    IEnumerator.Reset
```

```
[C#]  
void IEnumerator.Reset();
```

Implements

[IEnumerator.Reset](#)

See Also

[AffixEntryEnumerator Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRule Class

Rule for expanding base words

For a list of all members of this type, see [AffixRule Members](#).

[System.Object](#) **AffixRule**

```
[Visual Basic]  
Public Class AffixRule
```

```
[C#]  
public class AffixRule
```

Requirements

Namespace: [NetSpell.SpellChecker.Dictionary.Affix](#)

Assembly: NetSpell.SpellChecker (in NetSpell.SpellChecker.dll)

See Also

[AffixRule Members](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRule Members

[AffixRule overview](#)

Public Instance Constructors

 AffixRule Constructor	Initializes a new instance of the class
---	---

Public Instance Properties

 AffixEntries	Collection of text entries that make up this rule
 AllowCombine	Allow combining prefix and suffix
 Name	Name of the Affix rule

Public Instance Methods

 Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
 GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
 GetType (inherited from Object)	Gets the Type of the current instance.
 ToString (inherited from Object)	Returns a String that represents the current Object .

Protected Instance Methods

 Finalize (inherited from Object)	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.
--	--

 [MemberwiseClone](#) (inherited from **Object**)

Creates a shallow copy of the current [Object](#).

See Also

[AffixRule Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRule Constructor

Initializes a new instance of the class

```
[Visual Basic]Public Sub New()
```

```
[C#]  
public AffixRule();
```

See Also

[AffixRule Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRule Properties

The properties of the **AffixRule** class are listed below. For a complete list of **AffixRule** class members, see the [AffixRule Members](#) topic.

Public Instance Properties

 AffixEntries	Collection of text entries that make up this rule
 AllowCombine	Allow combining prefix and suffix
 Name	Name of the Affix rule

See Also

[AffixRule Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRule.AffixEntries Property

Collection of text entries that make up this rule

```
[Visual Basic]Public Property AffixEntries As
```

```
[C#]  
public AffixEntryCollection AffixEntries {get
```

See Also

[AffixRule Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRule.AllowCombine Property

Allow combining prefix and suffix

```
[Visual Basic]Public Property AllowCombine As Boolean
```

```
[C#]  
public bool AllowCombine {get; set;}
```

See Also

[AffixRule Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRule.Name Property

Name of the Affix rule

```
[Visual Basic]Public Property Name As String
```

```
[C#]  
public string Name {get; set;}
```

See Also

[AffixRule Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection Class

A dictionary collection that stores 'AffixRule' objects.

For a list of all members of this type, see [AffixRuleCollection Members](#).

[System.Object](#) **AffixRuleCollection**

```
[Visual Basic]
Public Class AffixRuleCollection
Implements IDictionary, ICollection,
    IEnumerable, ICloneable
```

```
[C#]
public class AffixRuleCollection :
    IDictionary, ICollection, IEnumerable,
    ICloneable
```

Requirements

Namespace: [NetSpell.SpellChecker.Dictionary.Affix](#)

Assembly: NetSpell.SpellChecker (in NetSpell.SpellChecker.dll)

See Also

[AffixRuleCollection Members](#) |
[NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection Members

[AffixRuleCollection overview](#)

Public Static (Shared) Methods

 Synchronized	Returns a synchronized (thread-safe) wrapper for the AffixRuleCollection.
--	---

Public Instance Constructors

 AffixRuleCollection	Overloaded. Initializes a new instance of the AffixRuleCollection class.
---	--

Public Instance Properties

 Count	Gets the number of elements contained in the AffixRuleCollection.
 IsFixedSize	gets a value indicating whether the AffixRuleCollection has a fixed size.
 IsReadOnly	gets a value indicating whether the AffixRuleCollection is read-only.
 IsSynchronized	Gets a value indicating whether access to the AffixRuleCollection is synchronized (thread-safe).
 Item	Gets or sets the element with the specified key.
 Keys	gets an ICollection containing the keys of the AffixRuleCollection.
 SyncRoot	Gets an object that can be used

	to synchronize access to the AffixRuleCollection.
 Values	gets an ICollection containing the values in the AffixRuleCollection.

Public Instance Methods

 Add	adds an element with the provided key and value to the AffixRuleCollection.
 Clear	removes all elements from the AffixRuleCollection.
 Clone	Creates a new object that is a copy of the current instance.
 Contains	Determines whether the AffixRuleCollection contains an element with the specified key.
 ContainsKey	Determines whether the AffixRuleCollection contains a specific key.
 ContainsValue	Determines whether the AffixRuleCollection contains a specific value.
 CopyTo	copies the elements of the AffixRuleCollection to an Array, starting at a particular Array index.
 Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
 GetEnumerator	Returns an enumerator that can be used to iterate through the 'AffixRuleCollection'.

 GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
 GetType (inherited from Object)	Gets the Type of the current instance.
 Remove	Removes the element with the specified key from the AffixRuleCollection.
 ToString (inherited from Object)	Returns a String that represents the current Object .

Protected Instance Fields

 innerHash	Internal Hashtable
---	--------------------

Protected Instance Methods

 Finalize (inherited from Object)	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.
 MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .

Private Instance Properties

 System.Collections.IDictionary.Item	
---	--

Explicit Interface Implementations

 ICloneable.Clone	
 IDictionary.Add	
 IDictionary.Contains	
 IDictionary.GetEnumerator	

 Dictionary.Remove	
 IEnumerable.GetEnumerator	

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection Constructor

Initializes a new instance of 'AffixRuleCollection'.

Overload List

Initializes a new instance of 'AffixRuleCollection'.

[public AffixRuleCollection\(\);](#)

Initializes a new instance of 'AffixRuleCollection'.

[public AffixRuleCollection\(AffixRuleCollection\);](#)

Initializes a new instance of 'AffixRuleCollection'.

[public AffixRuleCollection\(IDictionary\);](#)

Initializes a new instance of 'AffixRuleCollection'.

[public AffixRuleCollection\(IDictionary,IHashCodeProvider,ICompare](#)

Initializes a new instance of 'AffixRuleCollection'.

[public AffixRuleCollection\(IDictionary,float\);](#)

Initializes a new instance of 'AffixRuleCollection'.

[public AffixRuleCollection\(IDictionary,float,IHashCodeProvider,ICom](#)

Initializes a new instance of 'AffixRuleCollection'.

[public AffixRuleCollection\(IHashCodeProvider,IComparer\);](#)

Initializes a new instance of 'AffixRuleCollection'.

[public AffixRuleCollection\(int\);](#)

Initializes a new instance of 'AffixRuleCollection'.

[public AffixRuleCollection\(int,IHashCodeProvider,IComparer\);](#)

Initializes a new instance of 'AffixRuleCollection'.

[public AffixRuleCollection\(int,int\);](#)

Initializes a new instance of 'AffixRuleCollection'.

[public AffixRuleCollection\(int,float,IHashCodeProvider,IComparer\);](#)

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection Constructor ()

Initializes a new instance of 'AffixRuleCollection'.

```
[Visual Basic]Overloads Public Sub New()
```

```
[C#]  
public AffixRuleCollection();
```

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#) | [AffixRuleCollection Constructor Overload List](#)

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AffixRuleCollection Constructor (AffixRuleCollection)

Initializes a new instance of 'AffixRuleCollection'.

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal original As AffixRuleCollection _  
)
```

```
[C#]  
public AffixRuleCollection(  
    AffixRuleCollection original  
);
```

Parameters

original

A 'AffixRuleCollection' from which the contents is copied

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#) | [AffixRuleCollection Constructor Overload List](#)

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AffixRuleCollection Constructor (IDictionary)

Initializes a new instance of 'AffixRuleCollection'.

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal dictionary As IDictionary _  
)
```

```
[C#]  
public AffixRuleCollection(  
    IDictionary dictionary  
);
```

Parameters

dictionary

The IDictionary to copy to a new 'AffixRuleCollection'.

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#) | [AffixRuleCollection Constructor Overload List](#)

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AffixRuleCollection Constructor (Int32)

Initializes a new instance of 'AffixRuleCollection'.

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal capacity As Integer _  
)
```

```
[C#]  
public AffixRuleCollection(  
    int capacity  
);
```

Parameters

capacity

The approximate number of elements that the 'AffixRuleCollection' can initially contain.

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#) | [AffixRuleCollection Constructor Overload List](#)

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AffixRuleCollection Constructor (IDictionary, Single)

Initializes a new instance of 'AffixRuleCollection'.

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal dictionary As IDictionary, _  
    ByVal loadFactor As Single _  
)
```

```
[C#]  
public AffixRuleCollection(  
    IDictionary dictionary,  
    float loadFactor  
);
```

Parameters

dictionary

The IDictionary to copy to a new 'AffixRuleCollection'.

loadFactor

A number in the range from 0.1 through 1.0 indicating the maximum ratio of elements to buckets.

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#) | [AffixRuleCollection Constructor Overload List](#)

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AffixRuleCollection Constructor (IHashCodeProvider, IComparer)

Initializes a new instance of 'AffixRuleCollection'.

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal  
    codeProvider As IHashCodeProvider, _  
    ByVal comparer As IComparer _  
)
```

```
[C#]  
public AffixRuleCollection(  
    IHashCodeProvider codeProvider,  
    IComparer comparer  
);
```

Parameters

codeProvider

The IHashCodeProvider that supplies the hash codes for all keys in the 'AffixRuleCollection'.

comparer

The IComparer to use to determine whether two keys are equal.

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#) | [AffixRuleCollection Constructor Overload List](#)

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AffixRuleCollection Constructor (Int32, Int32)

Initializes a new instance of 'AffixRuleCollection'.

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal capacity As Integer, _  
    ByVal loadFactor As Integer _  
)
```

```
[C#]  
public AffixRuleCollection(  
    int capacity,  
    int loadFactor  
);
```

Parameters

capacity

The approximate number of elements that the 'AffixRuleCollection' can initially contain.

loadFactor

A number in the range from 0.1 through 1.0 indicating the maximum ratio of elements to buckets.

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#) | [AffixRuleCollection Constructor Overload List](#)

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AffixRuleCollection Constructor (IDictionary, IHashCodeProvider, IComparer)

Initializes a new instance of 'AffixRuleCollection'.

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal dictionary As IDictionary, _  
    ByVal  
codeProvider As IHashCodeProvider, _  
    ByVal comparer As IComparer _  
)
```

```
[C#]  
public AffixRuleCollection(  
    IDictionary dictionary,  
    IHashCodeProvider codeProvider,  
    IComparer comparer  
);
```

Parameters

dictionary

The IDictionary to copy to a new 'AffixRuleCollection'.

codeProvider

The IHashCodeProvider that supplies the hash codes for all keys in the 'AffixRuleCollection'.

comparer

The IComparer to use to determine whether two keys are equal.

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#) | [AffixRuleCollection Constructor Overload List](#)

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AffixRuleCollection Constructor (Int32, IHashCodeProvider, IComparer)

Initializes a new instance of 'AffixRuleCollection'.

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal capacity As Integer, _  
    ByVal  
codeProvider As IHashCodeProvider, _  
    ByVal comparer As IComparer _  
)
```

```
[C#]  
public AffixRuleCollection(  
    int capacity,  
    IHashCodeProvider codeProvider,  
    IComparer comparer  
);
```

Parameters

capacity

The approximate number of elements that the 'AffixRuleCollection' can initially contain.

codeProvider

The IHashCodeProvider that supplies the hash codes for all keys in the 'AffixRuleCollection'.

comparer

The IComparer to use to determine whether two keys are equal.

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#) | [AffixRuleCollection Constructor Overload List](#)

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AffixRuleCollection Constructor (IDictionary, Single, IHashCodeProvider, IComparer)

Initializes a new instance of 'AffixRuleCollection'.

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal dictionary As IDictionary, _  
    ByVal loadFactor As Single, _  
    ByVal  
codeProvider As IHashCodeProvider, _  
    ByVal comparer As IComparer _  
)
```

```
[C#]  
public AffixRuleCollection(  
    IDictionary dictionary,  
    float loadFactor,  
    IHashCodeProvider codeProvider,  
    IComparer comparer  
);
```

Parameters

dictionary

The [IDictionary](#) to copy to a new 'AffixRuleCollection'.

loadFactor

A number in the range from 0.1 through 1.0 indicating the maximum ratio of elements to buckets.

codeProvider

The [IHashCodeProvider](#) that supplies the hash codes for all keys in the 'AffixRuleCollection'.

comparer

The [IComparer](#) to use to determine whether two keys are equal.

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#) | [AffixRuleCollection Constructor Overload List](#)

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AffixRuleCollection Constructor (Int32, Single, IHashCodeProvider, IComparer)

Initializes a new instance of 'AffixRuleCollection'.

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal capacity As Integer, _  
    ByVal loadFactor As Single, _  
    ByVal  
codeProvider As IHashCodeProvider, _  
    ByVal comparer As IComparer _  
)
```

```
[C#]  
public AffixRuleCollection(  
    int capacity,  
    float loadFactor,  
    IHashCodeProvider codeProvider,  
    IComparer comparer  
);
```

Parameters

capacity

The approximate number of elements that the 'AffixRuleCollection' can initially contain.

loadFactor

A number in the range from 0.1 through 1.0 indicating the maximum ratio of elements to buckets.

codeProvider

The IHashCodeProvider that supplies the hash codes for all keys in the 'AffixRuleCollection'.

comparer

The IComparer to use to determine whether two keys are equal.

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#) | [AffixRuleCollection Constructor Overload List](#)

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AffixRuleCollection Fields

The fields of the **AffixRuleCollection** class are listed below. For a complete list of **AffixRuleCollection** class members, see the [AffixRuleCollection Members](#) topic.

Protected Instance Fields

 innerHash	Internal Hashtable
---	--------------------

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection.innerHash Field

Internal Hashtable

```
[Visual Basic]Protected innerHash As Hashtable.
```

```
[C#]  
protected Hashtable innerHash;
```

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection Properties

The properties of the **AffixRuleCollection** class are listed below. For a complete list of **AffixRuleCollection** class members, see the [AffixRuleCollection Members](#) topic.

Public Instance Properties

 Count	Gets the number of elements contained in the AffixRuleCollection.
 IsFixedSize	gets a value indicating whether the AffixRuleCollection has a fixed size.
 IsReadOnly	gets a value indicating whether the AffixRuleCollection is read-only.
 IsSynchronized	Gets a value indicating whether access to the AffixRuleCollection is synchronized (thread-safe).
 Item	Gets or sets the element with the specified key.
 Keys	gets an ICollection containing the keys of the AffixRuleCollection.
 SyncRoot	Gets an object that can be used to synchronize access to the AffixRuleCollection.
 Values	gets an ICollection containing the values in the AffixRuleCollection.

Private Instance Properties

 System.Collections.IDictionary.Item	
---	--

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection.Count Property

Gets the number of elements contained in the AffixRuleCollection.

```
[Visual Basic]NotOverridable Public ReadOnly  
Implements _  
ICollection.Count
```

```
[C#]  
public int Count {get;}
```

Implements

[ICollection.Count](#)

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection.IsFixedSize Property

gets a value indicating whether the AffixRuleCollection has a fixed size.

```
[Visual Basic]NotOverridable Public ReadOnly  
Implements _  
IDictionary.IsFixedSize
```

```
[C#]  
public bool IsFixedSize {get;}
```

Implements

[IDictionary.IsFixedSize](#)

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection.IsReadOnly Property

gets a value indicating whether the AffixRuleCollection is read-only.

```
[Visual Basic]NotOverridable Public ReadOnly  
Implements _  
IDictionary.IsReadOnly
```

```
[C#]  
public bool IsReadOnly {get;}
```

Implements

[IDictionary.IsReadOnly](#)

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection.IsSynchronized Property

Gets a value indicating whether access to the AffixRuleCollection is synchronized (thread-safe).

```
[Visual Basic]NotOverridable Public ReadOnly  
Implements _  
    ICollection.IsSynchronized
```

```
[C#]  
public bool IsSynchronized {get;}
```

Implements

[ICollection.IsSynchronized](#)

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection.Item Property

Gets or sets the element with the specified key.

```
[Visual Basic]Public Default Property Item(  
    _  
    ByVal key As String _  
) As AffixRule
```

```
[C#]  
public AffixRule this[  
    string key  
] {get; set;}
```

Property Value

The key of the element to get or set.

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection.Keys Property

gets an ICollection containing the keys of the AffixRuleCollection.

```
[Visual Basic]NotOverridable Public ReadOnly  
Implements _  
IDictionary.Keys
```

```
[C#]  
public System.Collections.ICollection Keys {get
```

Implements

[IDictionary.Keys](#)

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection.SyncRoot Property

Gets an object that can be used to synchronize access to the AffixRuleCollection.

```
[Visual Basic]NotOverridable Public ReadOnly  
Implements _  
    ICollection.SyncRoot
```

```
[C#]  
public object SyncRoot {get;}
```

Implements

[ICollection.SyncRoot](#)

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection.System.Collections.IDictionary.Item Property

```
[Visual Basic]NotOverridable Private Default  
—  
    ByVal key As Object _  
    ) As Object
```

```
[C#]  
private object this[  
    object key  
] {get; set;}
```

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection.Values Property

gets an ICollection containing the values in the AffixRuleCollection.

```
[Visual Basic]NotOverridable Public ReadOnly  
Implements _  
IDictionary.Values
```

```
[C#]  
public System.Collections.ICollection Values
```

Implements

[IDictionary.Values](#)

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection Methods

The methods of the **AffixRuleCollection** class are listed below. For a complete list of **AffixRuleCollection** class members, see the [AffixRuleCollection Members](#) topic.

Public Static (Shared) Methods

 Synchronized	Returns a synchronized (thread-safe) wrapper for the AffixRuleCollection.
--	---

Public Instance Methods

 Add	adds an element with the provided key and value to the AffixRuleCollection.
 Clear	removes all elements from the AffixRuleCollection.
 Clone	Creates a new object that is a copy of the current instance.
 Contains	Determines whether the AffixRuleCollection contains an element with the specified key.
 ContainsKey	Determines whether the AffixRuleCollection contains a specific key.
 ContainsValue	Determines whether the AffixRuleCollection contains a specific value.
 CopyTo	copies the elements of the AffixRuleCollection to an Array, starting at a particular Array index.
 Equals (inherited from Object)	Determines whether the specified Object is equal to the

	current Object .
 GetEnumerator	Returns an enumerator that can be used to iterate through the 'AffixRuleCollection'.
 GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
 GetType (inherited from Object)	Gets the Type of the current instance.
 Remove	Removes the element with the specified key from the AffixRuleCollection.
 ToString (inherited from Object)	Returns a String that represents the current Object .

Protected Instance Methods

 Finalize (inherited from Object)	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.
 MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .

Explicit Interface Implementations

 ICloneable.Clone	
 IDictionary.Add	
 IDictionary.Contains	
 IDictionary.GetEnumerator	
 IDictionary.Remove	
 IEnumerable.GetEnumerator	

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection.Add Method

adds an element with the provided key and value to the AffixRuleCollection.

```
[Visual Basic]Public Sub Add( _  
    ByVal key As String, _  
    ByVal value As AffixRule _  
)
```

```
[C#]  
public void Add(  
    string key,  
    AffixRule value  
);
```

Parameters

key

The string Object to use as the key of the element to add.

value

The AffixRule Object to use as the value of the element to add.

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection.Clear Method

removes all elements from the AffixRuleCollection.

```
[Visual Basic]NotOverridable Public Sub Clear()  
Implements _  
IDictionary.Clear
```

```
[C#]  
public void Clear();
```

Implements

[IDictionary.Clear](#)

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection.Clone Method

Creates a new object that is a copy of the current instance.

```
[Visual Basic]Public Function Clone() As AffixRuleCollection
```

```
[C#]  
public AffixRuleCollection Clone();
```

Return Value

A new object that is a copy of this instance.

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection.Contains Method

Determines whether the AffixRuleCollection contains an element with the specified key.

```
[Visual Basic]Public Function Contains( _  
    ByVal key As String _  
) As Boolean
```

```
[C#]  
public bool Contains(  
    string key  
);
```

Parameters

key

The key to locate in the AffixRuleCollection.

Return Value

true if the AffixRuleCollection contains an element with the key; otherwise, false.

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection.ContainsKey Method

Determines whether the AffixRuleCollection contains a specific key.

```
[Visual Basic]Public Function ContainsKey(  
    _  
    ByVal key As String _  
    ) As Boolean
```

```
[C#]  
public bool ContainsKey(  
    string key  
);
```

Parameters

key

The key to locate in the AffixRuleCollection.

Return Value

true if the AffixRuleCollection contains an element with the specified key; otherwise, false.

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection.ContainsValue Method

Determines whether the AffixRuleCollection contains a specific value.

```
[Visual Basic]Public Function ContainsValue(  
    _  
    ByVal value As AffixRule _  
) As Boolean
```

```
[C#]  
public bool ContainsValue(  
    AffixRule value  
);
```

Parameters

value

The value to locate in the AffixRuleCollection. The value can be a null reference (Nothing in Visual Basic).

Return Value

true if the AffixRuleCollection contains an element with the specified value; otherwise, false.

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection.CopyTo Method

copies the elements of the AffixRuleCollection to an Array, starting at a particular Array index.

```
[Visual Basic]NotOverridable Public Sub CopyTo(  
    _  
    ByVal array As Array, _  
    ByVal index As Integer _  
) Implements _  
    ICollection.CopyTo
```

```
[C#]  
public void CopyTo(  
    Array array,  
    int index  
);
```

Parameters

array

The one-dimensional Array that is the destination of the elements copied from AffixRuleCollection. The Array must have zero-based indexing.

index

The zero-based index in array at which copying begins.

Implements

[ICollection.CopyTo](#)

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection.GetEnumerator Method

Returns an enumerator that can be used to iterate through the 'AffixRuleCollection'.

```
[Visual Basic]Public Function GetEnumerator(
```

```
[C#]  
public AffixRuleEnumerator GetEnumerator();
```

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection.Remove Method

Removes the element with the specified key from the AffixRuleCollection.

```
[Visual Basic]Public Sub Remove( _  
    ByVal key As String _  
)
```

```
[C#]  
public void Remove(  
    string key  
);
```

Parameters

key

The key of the element to remove

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection.Synchronized Method

Returns a synchronized (thread-safe) wrapper for the AffixRuleCollection.

```
[Visual Basic]Public Shared Function Synchronized(  
    _  
    ByVal nonSync As AffixRuleCollection _  
    ) As AffixRuleCollection
```

```
[C#]  
public static AffixRuleCollection Synchronized(  
    AffixRuleCollection nonSync  
);
```

Parameters

nonSync

The AffixRuleCollection to synchronize.

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection.IDictionary.Add Method

```
[Visual Basic]Sub Add( _  
    ByVal key As Object, _  
    ByVal value As Object _  
) Implements _  
    IDictionary.Add
```

```
[C#]  
void IDictionary.Add(  
    object key,  
    object value  
);
```

Implements

[IDictionary.Add](#)

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection.IDictionary.Contains Method

```
[Visual Basic]Function Contains( _  
    ByVal key As Object _  
) As Boolean Implements _  
    IDictionary.Contains
```

```
[C#]  
bool IDictionary.Contains(  
    object key  
);
```

Implements

[IDictionary.Contains](#)

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection.IDictionary.GetEnumerator Method

```
[Visual Basic]Function GetEnumerator() As IDictionaryEnumerator  
Implements \_IDictionary.GetEnumerator
```

```
[C#]  
IDictionaryEnumerator IDictionary.GetEnumerator()
```

Implements

[IDictionary.GetEnumerator](#)

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection.IDictionary.Remove Method

```
[Visual Basic]Sub Remove( _  
    ByVal key As Object _  
) Implements _  
    IDictionary.Remove
```

```
[C#]  
void IDictionary.Remove(  
    object key  
);
```

Implements

[IDictionary.Remove](#)

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection.IEnumerable.GetEnumerator Method

```
[Visual Basic]Function GetEnumerator() As IEnumerator  
Implements IEnumerable.GetEnumerator
```

```
[C#]  
IEnumerator GetEnumerator();
```

Implements

[IEnumerable.GetEnumerator](#)

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleCollection.ICloneable.Clone Method

```
[Visual Basic]Function Clone() As Object  
Implements _  
    ICloneable.Clone
```

```
[C#]  
object ICloneable.Clone();
```

Implements

[ICloneable.Clone](#)

See Also

[AffixRuleCollection Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleEnumerator Class

A strongly typed enumerator for 'AffixRuleCollection'

For a list of all members of this type, see [AffixRuleEnumerator Members](#).

[System.Object](#) **AffixRuleEnumerator**

```
[Visual Basic]
Public Class AffixRuleEnumerator
Implements IDictionaryEnumerator,
    IEnumerator
```

```
[C#]
public class AffixRuleEnumerator :
    IDictionaryEnumerator, IEnumerator
```

Requirements

Namespace: [NetSpell.SpellChecker.Dictionary.Affix](#)

Assembly: NetSpell.SpellChecker (in NetSpell.SpellChecker.dll)

See Also

[AffixRuleEnumerator Members](#) |
[NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleEnumerator Members

[AffixRuleEnumerator overview](#)

Public Instance Properties

 Current	Gets the current element from the collection
 Entry	gets both the key and the value of the current AffixRuleCollection entry.
 Key	gets the key of the current AffixRuleCollection entry.
 Value	gets the value of the current AffixRuleCollection entry.

Public Instance Methods

 Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
 GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
 GetType (inherited from Object)	Gets the Type of the current instance.
 MoveNext	Advances the enumerator to the next element of the collection
 Reset	Sets the enumerator to the first element in the collection
 ToString (inherited from Object)	Returns a String that represents the current Object .

Protected Instance Methods

--	--

 Finalize (inherited from Object)	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.
 MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .

Private Instance Properties

 System.Collections.IDictionaryEnumerator.Key	
 System.Collections.IDictionaryEnumerator.Value	

See Also

[AffixRuleEnumerator Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleEnumerator Properties

The properties of the **AffixRuleEnumerator** class are listed below. For a complete list of **AffixRuleEnumerator** class members, see the [AffixRuleEnumerator Members](#) topic.

Public Instance Properties

 Current	Gets the current element from the collection
 Entry	gets both the key and the value of the current AffixRuleCollection entry.
 Key	gets the key of the current AffixRuleCollection entry.
 Value	gets the value of the current AffixRuleCollection entry.

Private Instance Properties

 System.Collections.IDictionaryEnumerator.Key	
 System.Collections.IDictionaryEnumerator.Value	

See Also

[AffixRuleEnumerator Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleEnumerator.Current Property

Gets the current element from the collection

```
[Visual Basic]NotOverridable Public ReadOnly  
Implements _  
IEnumerator.Current
```

```
[C#]  
public object Current {get;}
```

Implements

[IEnumerator.Current](#)

See Also

[AffixRuleEnumerator Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleEnumerator.Entry Property

gets both the key and the value of the current AffixRuleCollection entry.

```
[Visual Basic]NotOverridable Public ReadOnly  
Implements _  
IDictionaryEnumerator.Entry
```

```
[C#]  
public System.Collections.DictionaryEntry Entry
```

Implements

[IDictionaryEnumerator.Entry](#)

See Also

[AffixRuleEnumerator Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleEnumerator.Key Property

gets the key of the current AffixRuleCollection entry.

```
[Visual Basic]Public ReadOnly Property Key As
```

```
[C#]  
public string Key {get;}
```

See Also

[AffixRuleEnumerator Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleEnumerator.System.Collections.IDictionaryEnumerator Property

```
[Visual Basic]NotOverridable Private ReadOnly
```

```
[C#]  
private object System.Collections.IDictionary
```

See Also

[AffixRuleEnumerator Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleEnumerator.System.Collections.IDictionaryEnumerator

```
[Visual Basic]NotOverridable Private ReadOnly
```

```
[C#]  
private object System.Collections.IDictionary
```

See Also

[AffixRuleEnumerator Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleEnumerator.Value Property

gets the value of the current AffixRuleCollection entry.

```
[Visual Basic]Public ReadOnly Property Value
```

```
[C#]  
public AffixRule Value {get;}
```

See Also

[AffixRuleEnumerator Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleEnumerator Methods

The methods of the **AffixRuleEnumerator** class are listed below. For a complete list of **AffixRuleEnumerator** class members, see the [AffixRuleEnumerator Members](#) topic.

Public Instance Methods

 Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
 GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
 GetType (inherited from Object)	Gets the Type of the current instance.
 MoveNext	Advances the enumerator to the next element of the collection
 Reset	Sets the enumerator to the first element in the collection
 ToString (inherited from Object)	Returns a String that represents the current Object .

Protected Instance Methods

 Finalize (inherited from Object)	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.
 MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .

See Also

[AffixRuleEnumerator Class](#) | [NetSpell.SpellChecker.Dictionary.Affix](#)

[Namespace](#)

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AffixRuleEnumerator.MoveNext Method

Advances the enumerator to the next element of the collection

```
[Visual Basic]NotOverridable Public Function  
Implements _  
    IEnumerator.MoveNext
```

```
[C#]  
public bool MoveNext();
```

Implements

[IEnumerator.MoveNext](#)

See Also

[AffixRuleEnumerator Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixRuleEnumerator.Reset Method

Sets the enumerator to the first element in the collection

```
[Visual Basic]NotOverridable Public Sub Reset()  
Implements _  
    IEnumerator.Reset
```

```
[C#]  
public void Reset();
```

Implements

[IEnumerator.Reset](#)

See Also

[AffixRuleEnumerator Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixUtility Class

Summary description for AffixUtility.

For a list of all members of this type, see [AffixUtility Members](#).

[System.Object](#) **AffixUtility**

```
[Visual Basic]  
NotInheritable Public Class AffixUtility
```

```
[C#]  
public sealed class AffixUtility
```

Requirements

Namespace: [NetSpell.SpellChecker.Dictionary.Affix](#)

Assembly: NetSpell.SpellChecker (in NetSpell.SpellChecker.dll)

See Also

[AffixUtility Members](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixUtility Members

[AffixUtility overview](#)

Public Static (Shared) Methods

 AddPrefix	Adds a prefix to a word
 AddSuffix	Adds a suffix to a word
 EncodeConditions	Generates the condition character array
 RemovePrefix	Removes the affix prefix rule entry for the word if valid
 RemoveSuffix	Removes the affix suffix rule entry for the word if valid

Public Instance Constructors

 AffixUtility Constructor	Initializes a new instance of the class
---	---

Public Instance Methods

 Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
 GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
 GetType (inherited from Object)	Gets the Type of the current instance.
 ToString (inherited from Object)	Returns a String that represents the current Object .

Protected Instance Methods

 Finalize (inherited from Object)	Allows an Object to attempt to
--	--

Object)	free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.
 MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .

See Also

[AffixUtility Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixUtility Constructor

Initializes a new instance of the class

```
[Visual Basic]Public Sub New()
```

```
[C#]  
public AffixUtility();
```

See Also

[AffixUtility Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixUtility Methods

The methods of the **AffixUtility** class are listed below. For a complete list of **AffixUtility** class members, see the [AffixUtility Members](#) topic.

Public Static (Shared) Methods

 AddPrefix	Adds a prefix to a word
 AddSuffix	Adds a suffix to a word
 EncodeConditions	Generates the condition character array
 RemovePrefix	Removes the affix prefix rule entry for the word if valid
 RemoveSuffix	Removes the affix suffix rule entry for the word if valid

Public Instance Methods

 Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
 GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
 GetType (inherited from Object)	Gets the Type of the current instance.
 ToString (inherited from Object)	Returns a String that represents the current Object .

Protected Instance Methods

 Finalize (inherited from Object)	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by
--	--

	garbage collection.
 MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .

See Also

[AffixUtility Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixUtility.AddPrefix Method

Adds a prefix to a word

```
[Visual Basic]Public Shared Function AddPrefix(  
    _  
    ByVal word As String, _  
    ByVal rule As AffixRule _  
    ) As String
```

```
[C#]  
public static string AddPrefix(  
    string word,  
    AffixRule rule  
);
```

Parameters

word

The word to add the prefix to

rule

The AffixRule to use when adding the prefix

Return Value

The word with the prefix added

See Also

[AffixUtility Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixUtility.AddSuffix Method

Adds a suffix to a word

```
[Visual Basic]Public Shared Function AddSuffix(  
    _  
    ByVal word As String, _  
    ByVal rule As AffixRule _  
    ) As String
```

```
[C#]  
public static string AddSuffix(  
    string word,  
    AffixRule rule  
);
```

Parameters

word

The word to get the suffix added to

rule

The AffixRule to use when adding the suffix

Return Value

The word with the suffix added

See Also

[AffixUtility Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixUtility.EncodeConditions Method

Generates the condition character array

```
[Visual Basic]Public Shared Sub EncodeConditions(  
    _  
    ByVal conditionText As String, _  
    ByVal entry As AffixEntry _  
)
```

```
[C#]  
public static void EncodeConditions(  
    string conditionText,  
    AffixEntry entry  
);
```

Parameters

conditionText

the text form of the conditions

entry

The AffixEntry to add the condition array to

See Also

[AffixUtility Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixUtility.RemovePrefix Method

Removes the affix prefix rule entry for the word if valid

```
[Visual Basic]Public Shared Function RemovePrefix(  
    _  
    ByVal word As String, _  
    ByVal entry As AffixEntry _  
    ) As String
```

```
[C#]  
public static string RemovePrefix(  
    string word,  
    AffixEntry entry  
);
```

Parameters

word

The word to be modified

entry

The affix rule entry to use

Return Value

The word after affix removed. Will be the same word if affix could not be removed.

Remarks

This method does not verify that the returned word is a valid word, only that the affix can be removed

See Also

[AffixUtility Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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AffixUtility.RemoveSuffix Method

Removes the affix suffix rule entry for the word if valid

```
[Visual Basic]Public Shared Function RemoveSuffix(  
    _  
    ByVal word As String, _  
    ByVal entry As AffixEntry _  
    ) As String
```

```
[C#]  
public static string RemoveSuffix(  
    string word,  
    AffixEntry entry  
);
```

Parameters

word

The word to be modified

entry

The affix rule entry to use

Return Value

The word after affix removed. Will be the same word if affix could not be removed.

Remarks

This method does not verify that the returned word is a valid word, only that the affix can be removed

See Also

[AffixUtility Class](#) | [NetSpell.SpellChecker.Dictionary.Affix Namespace](#)

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NetSpell.SpellChecker.Dictionary.Phonetic Namespace

Classes

Class	Description
PhoneticRule	This class hold the settings for a phonetic rule
PhoneticRuleCollection	A collection that stores 'PhoneticRule' objects.
PhoneticRuleEnumerator	A strongly typed enumerator for 'PhoneticRuleCollection'
PhoneticUtility	This class holds helper methods for phonetic encoding

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PhoneticRule Class

This class hold the settings for a phonetic rule

For a list of all members of this type, see [PhoneticRule Members](#).

[System.Object](#) **PhoneticRule**

```
[Visual Basic]  
Public Class PhoneticRule
```

```
[C#]  
public class PhoneticRule
```

Requirements

Namespace: [NetSpell.SpellChecker.Dictionary.Phonetic](#)

Assembly: NetSpell.SpellChecker (in NetSpell.SpellChecker.dll)

See Also

[PhoneticRule Members](#) | [NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRule Members

[PhoneticRule overview](#)

Public Instance Constructors

 PhoneticRule Constructor	Initializes a new instance of the class
--	---

Public Instance Properties

 BeginningOnly	True if this rule should be applied to the beginning only
 Condition	The ascii condition array
 ConditionCount	The number of conditions
 ConsumeCount	The number of chars to consume with this rule
 EndOnly	True if this rule should be applied to the end only
 Priority	The priority of this rule
 ReplaceMode	True if this rule should run in replace mode
 ReplaceString	The string to use when replacing

Public Instance Methods

 Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
 GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
 GetType (inherited from Object)	Gets the Type of the current instance.

 ToString (inherited from Object)	Returns a String that represents the current Object .
--	---

Protected Instance Methods

 Finalize (inherited from Object)	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.
 MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .

See Also

[PhoneticRule Class](#) | [NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRule Constructor

Initializes a new instance of the class

```
[Visual Basic]Public Sub New()
```

```
[C#]  
public PhoneticRule();
```

See Also

[PhoneticRule Class](#) | [NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRule Properties

The properties of the **PhoneticRule** class are listed below. For a complete list of **PhoneticRule** class members, see the [PhoneticRule Members](#) topic.

Public Instance Properties

 BeginningOnly	True if this rule should be applied to the beginning only
 Condition	The ascii condition array
 ConditionCount	The number of conditions
 ConsumeCount	The number of chars to consume with this rule
 EndOnly	True if this rule should be applied to the end only
 Priority	The priority of this rule
 ReplaceMode	True if this rule should run in replace mode
 ReplaceString	The string to use when replacing

See Also

[PhoneticRule Class](#) | [NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRule.BeginningOnly Property

True if this rule should be applied to the beginning only

```
[Visual Basic]Public Property BeginningOnly ,
```

```
[C#]  
public bool BeginningOnly {get; set;}
```

See Also

[PhoneticRule Class](#) | [NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRule.Condition Property

The ascii condition array

```
[Visual Basic]Public ReadOnly Property Condition
```

```
[C#]  
public int[] Condition {get;}
```

See Also

[PhoneticRule Class](#) | [NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRule.ConditionCount Property

The number of conditions

```
[Visual Basic]Public Property ConditionCount
```

```
[C#]  
public int ConditionCount {get; set;}
```

See Also

[PhoneticRule Class](#) | [NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRule.ConsumeCount Property

The number of chars to consume with this rule

```
[Visual Basic]Public Property ConsumeCount As
```

```
[C#]  
public int ConsumeCount {get; set;}
```

See Also

[PhoneticRule Class](#) | [NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRule.EndOnly Property

True if this rule should be applied to the end only

```
[Visual Basic]Public Property EndOnly As Boolean
```

```
[C#]  
public bool EndOnly {get; set;}
```

See Also

[PhoneticRule Class](#) | [NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRule.Priority Property

The priority of this rule

```
[Visual Basic]Public Property Priority As Integer
```

```
[C#]  
public int Priority {get; set;}
```

See Also

[PhoneticRule Class](#) | [NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRule.ReplaceMode Property

True if this rule should run in replace mode

```
[Visual Basic]Public Property ReplaceMode As
```

```
[C#]  
public bool ReplaceMode {get; set;}
```

See Also

[PhoneticRule Class](#) | [NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRule.ReplaceString Property

The string to use when replacing

```
[Visual Basic]Public Property ReplaceString ,
```

```
[C#]  
public string ReplaceString {get; set;}
```

See Also

[PhoneticRule Class](#) | [NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRuleCollection Class

A collection that stores 'PhoneticRule' objects.

For a list of all members of this type, see [PhoneticRuleCollection Members](#).

[System.Object](#) [CollectionBase](#)
PhoneticRuleCollection

```
[Visual Basic]
Public Class PhoneticRuleCollection
Inherits CollectionBase
```

```
[C#]
public class PhoneticRuleCollection :
    CollectionBase
```

Requirements

Namespace: [NetSpell.SpellChecker.Dictionary.Phonetic](#)

Assembly: NetSpell.SpellChecker (in NetSpell.SpellChecker.dll)

See Also

[PhoneticRuleCollection Members](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRuleCollection Members

[PhoneticRuleCollection overview](#)

Public Instance Constructors

 PhoneticRuleCollection	Overloaded. Initializes a new instance of the <code>PhoneticRuleCollection</code> class.
--	--

Public Instance Properties

 Count (inherited from <code>CollectionBase</code>)	Gets the number of elements contained in the CollectionBase instance.
 Item	Represents the 'PhoneticRule' item at the specified index position.

Public Instance Methods

 Add	Adds a 'PhoneticRule' item with the specified value to the 'PhoneticRuleCollection'
 AddRange	Overloaded. Copies the elements of an array at the end of this instance of 'PhoneticRuleCollection'.
 Clear (inherited from <code>CollectionBase</code>)	Removes all objects from the CollectionBase instance.
 Contains	Gets a value indicating whether the 'PhoneticRuleCollection' contains the specified value.
 CopyTo	Copies the 'PhoneticRuleCollection' values to a one-dimensional <code>System.Array</code> instance starting at the specified array index.

 Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
 GetEnumerator	Returns an enumerator that can be used to iterate through the 'PhoneticRuleCollection'.
 GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
 GetType (inherited from Object)	Gets the Type of the current instance.
 IndexOf	Returns the index of a 'PhoneticRule' object in the collection.
 Insert	Inserts an existing 'PhoneticRule' into the collection at the specified index.
 Remove	Removes a specific item from the 'PhoneticRuleCollection'.
 RemoveAt (inherited from CollectionBase)	Removes the element at the specified index of the CollectionBase instance.
 ToString (inherited from Object)	Returns a String that represents the current Object .

Protected Instance Properties

 InnerList (inherited from CollectionBase)	Gets an ArrayList containing the list of elements in the CollectionBase instance.
 List (inherited from CollectionBase)	Gets an IList containing the list of elements in the CollectionBase instance.

Protected Instance Methods

 Finalize (inherited from Object)	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.
 MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .
 OnClear (inherited from CollectionBase)	Performs additional custom processes when clearing the contents of the CollectionBase instance.
 OnClearComplete (inherited from CollectionBase)	Performs additional custom processes after clearing the contents of the CollectionBase instance.
 OnInsert (inherited from CollectionBase)	Performs additional custom processes before inserting a new element into the CollectionBase instance.
 OnInsertComplete (inherited from CollectionBase)	Performs additional custom processes after inserting a new element into the CollectionBase instance.
 OnRemove (inherited from CollectionBase)	Performs additional custom processes when removing an element from the CollectionBase instance.
 OnRemoveComplete (inherited from CollectionBase)	Performs additional custom processes after removing an element from the CollectionBase instance.
 OnSet (inherited from CollectionBase)	Performs additional custom processes before setting a

	value in the CollectionBase instance.
 OnSetComplete (inherited from CollectionBase)	Performs additional custom processes after setting a value in the CollectionBase instance.
 OnValidate (inherited from CollectionBase)	Performs additional custom processes when validating a value.

Explicit Interface Implementations

 ICollection.CopyTo (inherited from CollectionBase)	
 IList.Add (inherited from CollectionBase)	
 IList.Contains (inherited from CollectionBase)	
 IList.IndexOf (inherited from CollectionBase)	
 IList.Insert (inherited from CollectionBase)	
 IList.Remove (inherited from CollectionBase)	

See Also

[PhoneticRuleCollection Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRuleCollection Constructor

Initializes a new instance of 'PhoneticRuleCollection'.

Overload List

Initializes a new instance of 'PhoneticRuleCollection'.

[public PhoneticRuleCollection\(\);](#)

Initializes a new instance of 'PhoneticRuleCollection' with an array of 'PhoneticRule' objects.

[public PhoneticRuleCollection\(PhoneticRule\[\]\):](#)

Initializes a new instance of 'PhoneticRuleCollection' based on an already existing instance.

[public PhoneticRuleCollection\(PhoneticRuleCollection\):](#)

See Also

[PhoneticRuleCollection Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRuleCollection Constructor ()

Initializes a new instance of 'PhoneticRuleCollection'.

```
[Visual Basic]Overloads Public Sub New()
```

```
[C#]  
public PhoneticRuleCollection();
```

See Also

[PhoneticRuleCollection Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#) |
[PhoneticRuleCollection Constructor Overload List](#)

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PhoneticRuleCollection Constructor (PhoneticRuleCollection)

Initializes a new instance of 'PhoneticRuleCollection' based on an already existing instance.

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal value As PhoneticRuleCollection _  
)
```

```
[C#]  
public PhoneticRuleCollection(  
    PhoneticRuleCollection value  
);
```

Parameters

value

A 'PhoneticRuleCollection' from which the contents is copied

See Also

[PhoneticRuleCollection Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#) |
[PhoneticRuleCollection Constructor Overload List](#)

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PhoneticRuleCollection Constructor (PhoneticRule[])

Initializes a new instance of 'PhoneticRuleCollection' with an array of 'PhoneticRule' objects.

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal value As PhoneticRule\(\) _  
)
```

```
[C#]  
public PhoneticRuleCollection(  
    PhoneticRule\[\] value  
);
```

Parameters

value

An array of 'PhoneticRule' objects with which to initialize the collection

See Also

[PhoneticRuleCollection Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#) |
[PhoneticRuleCollection Constructor Overload List](#)

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PhoneticRuleCollection Properties

The properties of the **PhoneticRuleCollection** class are listed below. For a complete list of **PhoneticRuleCollection** class members, see the [PhoneticRuleCollection Members](#) topic.

Public Instance Properties

 Count (inherited from CollectionBase)	Gets the number of elements contained in the CollectionBase instance.
 Item	Represents the 'PhoneticRule' item at the specified index position.

Protected Instance Properties

 InnerList (inherited from CollectionBase)	Gets an ArrayList containing the list of elements in the CollectionBase instance.
 List (inherited from CollectionBase)	Gets an IList containing the list of elements in the CollectionBase instance.

See Also

[PhoneticRuleCollection Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRuleCollection.Item Property

Represents the 'PhoneticRule' item at the specified index position.

```
[Visual Basic]Public Default Property Item(  
    _  
    ByVal index As Integer _  
) As PhoneticRule
```

```
[C#]  
public PhoneticRule this[  
    int index  
] {get; set;}
```

Parameters

index

The zero-based index of the entry to locate in the collection.

Property Value

The entry at the specified index of the collection.

See Also

[PhoneticRuleCollection Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRuleCollection Methods

The methods of the **PhoneticRuleCollection** class are listed below. For a complete list of **PhoneticRuleCollection** class members, see the [PhoneticRuleCollection Members](#) topic.

Public Instance Methods

 Add	Adds a 'PhoneticRule' item with the specified value to the 'PhoneticRuleCollection'
 AddRange	Overloaded. Copies the elements of an array at the end of this instance of 'PhoneticRuleCollection'.
 Clear (inherited from CollectionBase)	Removes all objects from the CollectionBase instance.
 Contains	Gets a value indicating whether the 'PhoneticRuleCollection' contains the specified value.
 CopyTo	Copies the 'PhoneticRuleCollection' values to a one-dimensional System.Array instance starting at the specified array index.
 Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
 GetEnumerator	Returns an enumerator that can be used to iterate through the 'PhoneticRuleCollection'.
 GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.

◆ GetType (inherited from Object)	Gets the Type of the current instance.
◆ IndexOf	Returns the index of a 'PhoneticRule' object in the collection.
◆ Insert	Inserts an existing 'PhoneticRule' into the collection at the specified index.
◆ Remove	Removes a specific item from the 'PhoneticRuleCollection'.
◆ RemoveAt (inherited from CollectionBase)	Removes the element at the specified index of the CollectionBase instance.
◆ ToString (inherited from Object)	Returns a String that represents the current Object .

Protected Instance Methods

◆ Finalize (inherited from Object)	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.
◆ MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .
◆ OnClear (inherited from CollectionBase)	Performs additional custom processes when clearing the contents of the CollectionBase instance.
◆ OnClearComplete (inherited from CollectionBase)	Performs additional custom processes after clearing the contents of the CollectionBase instance.
◆ OnInsert (inherited from CollectionBase)	Performs additional custom processes before inserting a

	new element into the CollectionBase instance.
 OnInsertComplete (inherited from CollectionBase)	Performs additional custom processes after inserting a new element into the CollectionBase instance.
 OnRemove (inherited from CollectionBase)	Performs additional custom processes when removing an element from the CollectionBase instance.
 OnRemoveComplete (inherited from CollectionBase)	Performs additional custom processes after removing an element from the CollectionBase instance.
 OnSet (inherited from CollectionBase)	Performs additional custom processes before setting a value in the CollectionBase instance.
 OnSetComplete (inherited from CollectionBase)	Performs additional custom processes after setting a value in the CollectionBase instance.
 OnValidate (inherited from CollectionBase)	Performs additional custom processes when validating a value.

Explicit Interface Implementations

 ICollection.CopyTo (inherited from CollectionBase)	
 IList.Add (inherited from CollectionBase)	
 IList.Contains (inherited from CollectionBase)	
 IList.IndexOf (inherited from CollectionBase)	

 IList.Insert (inherited from CollectionBase)	
 IList.Remove (inherited from CollectionBase)	

See Also

[PhoneticRuleCollection Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRuleCollection.Add Method

Adds a 'PhoneticRule' item with the specified value to the 'PhoneticRuleCollection'

```
[Visual Basic]Public Function Add( _  
    ByVal value As PhoneticRule _  
) As Integer
```

```
[C#]  
public int Add(  
    PhoneticRule value  
);
```

Parameters

value

The 'PhoneticRule' to add.

Return Value

The index at which the new element was inserted.

See Also

[PhoneticRuleCollection Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRuleCollection.AddRange Method

Copies the elements of an array at the end of this instance of 'PhoneticRuleCollection'.

Overload List

Copies the elements of an array at the end of this instance of 'PhoneticRuleCollection'.

[public void AddRange\(PhoneticRule\[\]\)](#);

Adds the contents of another 'PhoneticRuleCollection' at the end of this instance.

[public void AddRange\(PhoneticRuleCollection\)](#);

See Also

[PhoneticRuleCollection Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRuleCollection.AddRange Method (PhoneticRule[])

Copies the elements of an array at the end of this instance of 'PhoneticRuleCollection'.

```
[Visual Basic]Overloads Public Sub AddRange(  
    _  
    ByVal value As PhoneticRule\(\) _  
)
```

```
[C#]  
public void AddRange(  
    PhoneticRule\[\] value  
);
```

Parameters

value

An array of 'PhoneticRule' objects to add to the collection.

See Also

[PhoneticRuleCollection Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#) |
[PhoneticRuleCollection.AddRange Overload List](#)

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PhoneticRuleCollection.AddRange Method (PhoneticRuleC

Adds the contents of another 'PhoneticRuleCollection' at the end of this instance.

```
[Visual Basic]Overloads Public Sub AddRange(  
    _  
    ByVal value As PhoneticRuleCollection _  
)
```

```
[C#]  
public void AddRange(  
    PhoneticRuleCollection value  
);
```

Parameters

value

A 'PhoneticRuleCollection' containing the objects to add to the collection.

See Also

[PhoneticRuleCollection Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#) |
[PhoneticRuleCollection.AddRange Overload List](#)

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PhoneticRuleCollection.Contains Method

Gets a value indicating whether the 'PhoneticRuleCollection' contains the specified value.

```
[Visual Basic]Public Function Contains( _  
    ByVal value As PhoneticRule _  
) As Boolean
```

```
[C#]  
public bool Contains(  
    PhoneticRule value  
);
```

Parameters

value

The item to locate.

Return Value

True if the item exists in the collection; false otherwise.

See Also

[PhoneticRuleCollection Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRuleCollection.CopyTo Method

Copies the 'PhoneticRuleCollection' values to a one-dimensional System.Array instance starting at the specified array index.

```
[Visual Basic]Public Sub CopyTo( _  
    ByVal array As PhoneticRule\(\), _  
    ByVal index As Integer _  
)
```

```
[C#]  
public void CopyTo(  
    PhoneticRule\[\] array,  
    int index  
);
```

Parameters

array

The one-dimensional System.Array that represents the copy destination.

index

The index in the array where copying begins.

See Also

[PhoneticRuleCollection Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRuleCollection.GetEnumerator Method

Returns an enumerator that can be used to iterate through the 'PhoneticRuleCollection'.

```
[Visual Basic]Public Function GetEnumerator(
```

```
[C#]  
new public PhoneticRuleEnumerator GetEnumerator(
```

See Also

[PhoneticRuleCollection Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRuleCollection.IndexOf Method

Returns the index of a 'PhoneticRule' object in the collection.

```
[Visual Basic]Public Function IndexOf( _  
    ByVal value As PhoneticRule _  
    ) As Integer
```

```
[C#]  
public int IndexOf(  
    PhoneticRule value  
);
```

Parameters

value

The 'PhoneticRule' object whose index will be retrieved.

Return Value

If found, the index of the value; otherwise, -1.

See Also

[PhoneticRuleCollection Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRuleCollection.Insert Method

Inserts an existing 'PhoneticRule' into the collection at the specified index.

```
[Visual Basic]Public Sub Insert( _  
    ByVal index As Integer, _  
    ByVal value As PhoneticRule _  
)
```

```
[C#]  
public void Insert(  
    int index,  
    PhoneticRule value  
);
```

Parameters

index

The zero-based index where the new item should be inserted.

value

The item to insert.

See Also

[PhoneticRuleCollection Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRuleCollection.Remove Method

Removes a specific item from the 'PhoneticRuleCollection'.

```
[Visual Basic]Public Sub Remove( _  
    ByVal value As PhoneticRule _  
)
```

```
[C#]  
public void Remove(  
    PhoneticRule value  
);
```

Parameters

value

The item to remove from the 'PhoneticRuleCollection'.

See Also

[PhoneticRuleCollection Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRuleEnumerator Class

A strongly typed enumerator for 'PhoneticRuleCollection'

For a list of all members of this type, see [PhoneticRuleEnumerator Members](#).

[System.Object](#) **PhoneticRuleEnumerator**

```
[Visual Basic]  
Public Class PhoneticRuleEnumerator  
Implements IEnumerator
```

```
[C#]  
public class PhoneticRuleEnumerator :  
IEnumerator
```

Requirements

Namespace: [NetSpell.SpellChecker.Dictionary.Phonetic](#)

Assembly: NetSpell.SpellChecker (in NetSpell.SpellChecker.dll)

See Also

[PhoneticRuleEnumerator Members](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRuleEnumerator Members

[PhoneticRuleEnumerator overview](#)

Public Instance Constructors

 PhoneticRuleEnumerator Constructor	Enumerator constructor
--	------------------------

Public Instance Properties

 Current	Gets the current element from the collection (strongly typed)
---	---

Public Instance Methods

 Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
 GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
 GetType (inherited from Object)	Gets the Type of the current instance.
 MoveNext	Advances the enumerator to the next element of the collection
 Reset	Sets the enumerator to the first element in the collection
 ToString (inherited from Object)	Returns a String that represents the current Object .

Protected Instance Methods

 Finalize (inherited from Object)	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by
--	--

	garbage collection.
 MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .

Private Instance Properties

 System.Collections.IEnumerator.Current	
--	--

Explicit Interface Implementations

 IEnumerator.MoveNext	Advances the enumerator to the next element of the collection
 IEnumerator.Reset	Sets the enumerator to the first element in the collection

See Also

[PhoneticRuleEnumerator Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRuleEnumerator Constructor

Enumerator constructor

```
[Visual Basic]Public Sub New( _  
    ByVal  
    mappings As PhoneticRuleCollection _  
)
```

```
[C#]  
public PhoneticRuleEnumerator(  
    PhoneticRuleCollection mappings  
);
```

See Also

[PhoneticRuleEnumerator Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRuleEnumerator Properties

The properties of the **PhoneticRuleEnumerator** class are listed below. For a complete list of **PhoneticRuleEnumerator** class members, see the [PhoneticRuleEnumerator Members](#) topic.

Public Instance Properties

 Current	Gets the current element from the collection (strongly typed)
---	---

Private Instance Properties

 System.Collections.IEnumerator.Current	
--	--

See Also

[PhoneticRuleEnumerator Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRuleEnumerator.Current Property

Gets the current element from the collection (strongly typed)

```
[Visual Basic]Public ReadOnly Property Current
```

```
[C#]  
public PhoneticRule Current {get;}
```

See Also

[PhoneticRuleEnumerator Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRuleEnumerator.System.Collections.IEnumerator.Count Property

```
[Visual Basic]NotOverridable Private ReadOnly
```

```
[C#]  
private object System.Collections.IEnumerator
```

See Also

[PhoneticRuleEnumerator Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRuleEnumerator Methods

The methods of the **PhoneticRuleEnumerator** class are listed below. For a complete list of **PhoneticRuleEnumerator** class members, see the [PhoneticRuleEnumerator Members](#) topic.

Public Instance Methods

 Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
 GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
 GetType (inherited from Object)	Gets the Type of the current instance.
 MoveNext	Advances the enumerator to the next element of the collection
 Reset	Sets the enumerator to the first element in the collection
 ToString (inherited from Object)	Returns a String that represents the current Object .

Protected Instance Methods

 Finalize (inherited from Object)	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.
 MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .

Explicit Interface Implementations

 IEnumerator.MoveNext	Advances the enumerator to the
--	--------------------------------

	next element of the collection
 IEnumerator.Reset	Sets the enumerator to the first element in the collection

See Also

[PhoneticRuleEnumerator Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRuleEnumerator.MoveNext Method

Advances the enumerator to the next element of the collection

```
[Visual Basic]Public Function MoveNext() As Boolean
```

```
[C#]  
public bool MoveNext();
```

See Also

[PhoneticRuleEnumerator Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRuleEnumerator.Reset Method

Sets the enumerator to the first element in the collection

```
[Visual Basic]Public Sub Reset()
```

```
[C#]  
public void Reset();
```

See Also

[PhoneticRuleEnumerator Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRuleEnumerator.IEnumerator.MoveNext Method

Advances the enumerator to the next element of the collection

```
[Visual Basic]Function MoveNext() As Boolean  
Implements _  
    IEnumerator.MoveNext
```

```
[C#]  
bool IEnumerator.MoveNext();
```

Implements

[IEnumerator.MoveNext](#)

See Also

[PhoneticRuleEnumerator Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticRuleEnumerator.IEnumerator.Reset Method

Sets the enumerator to the first element in the collection

```
[Visual Basic] Sub Reset() Implements _  
    IEnumerator.Reset
```

```
[C#]  
void IEnumerator.Reset();
```

Implements

[IEnumerator.Reset](#)

See Also

[PhoneticRuleEnumerator Class](#) |
[NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticUtility Class

This class holds helper methods for phonetic encoding

For a list of all members of this type, see [PhoneticUtility Members](#).

[System.Object](#) **PhoneticUtility**

```
[Visual Basic]  
NotInheritable Public Class PhoneticUtility
```

```
[C#]  
public sealed class PhoneticUtility
```

Requirements

Namespace: [NetSpell.SpellChecker.Dictionary.Phonetic](#)

Assembly: NetSpell.SpellChecker (in NetSpell.SpellChecker.dll)

See Also

[PhoneticUtility Members](#) | [NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticUtility Members

[PhoneticUtility overview](#)

Public Static (Shared) Methods

 EncodeRule	Converts the rule text in to a PhoneticRule class
--	---

Public Instance Methods

 Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
 GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
 GetType (inherited from Object)	Gets the Type of the current instance.
 ToString (inherited from Object)	Returns a String that represents the current Object .

Protected Instance Methods

 Finalize (inherited from Object)	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.
 MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .

See Also

[PhoneticUtility Class](#) | [NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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PhoneticUtility Methods

The methods of the **PhoneticUtility** class are listed below. For a complete list of **PhoneticUtility** class members, see the [PhoneticUtility Members](#) topic.

Public Static (Shared) Methods

 EncodeRule	Converts the rule text in to a PhoneticRule class
--	---

Public Instance Methods

 Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
 GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
 GetType (inherited from Object)	Gets the Type of the current instance.
 ToString (inherited from Object)	Returns a String that represents the current Object .

Protected Instance Methods

 Finalize (inherited from Object)	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.
 MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .

See Also

[PhoneticUtility Class](#) | [NetSpell.SpellChecker.Dictionary.Phonetic](#)

[Namespace](#)

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PhoneticUtility.EncodeRule Method

Converts the rule text in to a PhoneticRule class

```
[Visual Basic]Public Shared Sub EncodeRule(  
    _  
    ByVal ruleText As String, _  
    ByRef rule As PhoneticRule _  
)
```

```
[C#]  
public static void EncodeRule(  
    string ruleText,  
    ref PhoneticRule rule  
);
```

Parameters

ruleText

The text to convert

rule

The object that will hold the conversion data

See Also

[PhoneticUtility Class](#) | [NetSpell.SpellChecker.Dictionary.Phonetic Namespace](#)

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NetSpell.SpellChecker.Forms Namespace

Classes

Class	Description
SuggestionForm	The SpellingForm is used to display suggestions when there is a misspelled word

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SuggestionForm Class

The SpellingForm is used to display suggestions when there is a misspelled word

For a list of all members of this type, see [SuggestionForm Members](#).

[System.Object](#) [MarshalByRefObject](#)

[Component](#)

[Control](#)

[ScrollableControl](#)

[ContainerControl](#)

[Form](#)

SuggestionForm

```
[Visual Basic]
Public Class SuggestionForm
Inherits Form
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[C#]
public class SuggestionForm : Form
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Requirements

Namespace: [NetSpell.SpellChecker.Forms](#)

Assembly: NetSpell.SpellChecker (in NetSpell.SpellChecker.dll)

See Also

[SuggestionForm Members](#) | [NetSpell.SpellChecker.Forms Namespace](#)

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SuggestionForm Members

[SuggestionForm overview](#)

Public Instance Constructors

 SuggestionForm Constructor	Default Constructor
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Public Instance Properties

 AcceptButton (inherited from Form)	Gets or sets the button on the form that is clicked when the user presses the ENTER key.
 AccessibilityObject (inherited from Control)	Gets the AccessibleObject assigned to the control.
 AccessibleDefaultActionDescription (inherited from Control)	Gets or sets the default action description of the control for use by accessibility client applications.
 AccessibleDescription (inherited from Control)	Gets or sets the description of the control used by accessibility client applications.
 AccessibleName (inherited from Control)	Gets or sets the name of the control used by accessibility client applications.
 AccessibleRole (inherited from Control)	Gets or sets the accessible role of the control
 ActiveControl (inherited from ContainerControl)	Gets or sets the active control on the container control.
 ActiveMdiChild (inherited from Form)	Gets the currently active multiple document interface (MDI) child window.

 AllowDrop (inherited from Control)	Gets or sets a value indicating whether the control can accept data that the user drags onto it.
 AllowTransparency (inherited from Form)	
 Anchor (inherited from Control)	Gets or sets which edges of the control are anchored to the edges of its container.
 AutoScale (inherited from Form)	Gets or sets a value indicating whether the form adjusts its size to fit the height of the font used on the form and scales its controls.
 AutoScaleBaseSize (inherited from Form)	Gets or sets the base size used for autoscaling of the form.
 AutoScroll (inherited from Form)	Gets or sets a value indicating whether the form enables autoscrolling.
 AutoScrollMargin (inherited from ScrollableControl)	Gets or sets the size of the auto-scroll margin.
 AutoScrollMinSize (inherited from ScrollableControl)	Gets or sets the minimum size of the auto-scroll.
 AutoScrollPosition (inherited from ScrollableControl)	Gets or sets the location of the auto-scroll position.
 BackColor (inherited from Form)	
 BackgroundImage (inherited from Control)	Gets or sets the background image displayed in the control.
 BindingContext (inherited from ContainerControl)	
 Bottom (inherited from Control)	Gets the distance between

	the bottom edge of the control and the top edge of its container's client area.
 Bounds (inherited from Control)	Gets or sets the size and location of the control including its nonclient elements.
 CancelButton (inherited from Form)	Gets or sets the button control that is clicked when the user presses the ESC key.
 CanFocus (inherited from Control)	Gets a value indicating whether the control can receive focus.
 CanSelect (inherited from Control)	Gets a value indicating whether the control can be selected.
 Capture (inherited from Control)	Gets or sets a value indicating whether the control has captured the mouse.
 CausesValidation (inherited from Control)	Gets or sets a value indicating whether the control causes validation to be performed on any controls that require validation when it receives focus.
 ClientRectangle (inherited from Control)	Gets the rectangle that represents the client area of the control.
 ClientSize (inherited from Form)	Gets or sets the size of the client area of the form.
 CompanyName (inherited from Control)	Gets the name of the company or creator of the application containing the

	control.
 Container (inherited from Component)	Gets the IContainer that contains the Component .
 ContainsFocus (inherited from Control)	Gets a value indicating whether the control, or one of its child controls, currently has the input focus.
 ContextMenu (inherited from Control)	Gets or sets the shortcut menu associated with the control.
 ControlBox (inherited from Form)	Gets or sets a value indicating whether a control box is displayed in the caption bar of the form.
 Controls (inherited from Control)	Gets the collection of controls contained within the control.
 Created (inherited from Control)	Gets a value indicating whether the control has been created.
 Cursor (inherited from Control)	Gets or sets the cursor that is displayed when the mouse pointer is over the control.
 DataBindings (inherited from Control)	Gets the data bindings for the control.
 DesktopBounds (inherited from Form)	Gets or sets the size and location of the form on the Windows desktop.
 DesktopLocation (inherited from Form)	Gets or sets the location of the form on the Windows desktop.
 DialogResult (inherited from Form)	Gets or sets the dialog result for the form.

 DisplayRectangle (inherited from ScrollableControl)	
 Disposing (inherited from Control)	Gets a value indicating whether the control is in the process of being disposed of.
 Dock (inherited from Control)	Gets or sets which edge of the parent container a control is docked to.
 DockPadding (inherited from ScrollableControl)	Gets the dock padding settings for all edges of the control.
 Enabled (inherited from Control)	Gets or sets a value indicating whether the control can respond to user interaction.
 Focused (inherited from Control)	Gets a value indicating whether the control has input focus.
 Font (inherited from Control)	Gets or sets the font of the text displayed by the control.
 ForeColor (inherited from Control)	Gets or sets the foreground color of the control.
 FormBorderStyle (inherited from Form)	Gets or sets the border style of the form.
 Handle (inherited from Control)	Gets the window handle that the control is bound to.
 HasChildren (inherited from Control)	Gets a value indicating whether the control contains one or more child controls.
 Height (inherited from Control)	Gets or sets the height of the control.
 HelpButton (inherited from Form)	Gets or sets a value indicating whether a Help

	button should be displayed in the caption box of the form.
 Icon (inherited from Form)	Gets or sets the icon for the form.
 ImeMode (inherited from Control)	Gets or sets the Input Method Editor (IME) mode of the control.
 InvokeRequired (inherited from Control)	Gets a value indicating whether the caller must call an invoke method when making method calls to the control because the caller is on a different thread than the one the control was created on.
 IsAccessible (inherited from Control)	Gets or sets a value indicating whether the control is visible to accessibility applications.
 IsDisposed (inherited from Control)	Gets a value indicating whether the control has been disposed of.
 IsHandleCreated (inherited from Control)	Gets a value indicating whether the control has a handle associated with it.
 IsMdiChild (inherited from Form)	Gets a value indicating whether the form is a multiple document interface (MDI) child form.
 IsMdiContainer (inherited from Form)	Gets or sets a value indicating whether the form is a container for multiple document interface (MDI) child forms.

 IsRestrictedWindow (inherited from Form)	
 KeyPreview (inherited from Form)	Gets or sets a value indicating whether the form will receive key events before the event is passed to the control that has focus.
 Left (inherited from Control)	Gets or sets the x-coordinate of a control's left edge in pixels.
 Location (inherited from Control)	Gets or sets the coordinates of the upper-left corner of the control relative to the upper-left corner of its container.
 MaximizeBox (inherited from Form)	Gets or sets a value indicating whether the maximize button is displayed in the caption bar of the form.
 MaximumSize (inherited from Form)	Gets the maximum size the form can be resized to.
 MdiChildren (inherited from Form)	Gets an array of forms that represent the multiple document interface (MDI) child forms that are parented to this form.
 MdiParent (inherited from Form)	Gets or sets the current multiple document interface (MDI) parent form of this form.
 Menu (inherited from Form)	Gets or sets the MainMenu that is displayed in the form.
 MergedMenu (inherited from Form)	Gets the merged menu for the form.
 MinimizeBox (inherited from	Gets or sets a value

Form)	indicating whether the minimize button is displayed in the caption bar of the form.
 MinimumSize (inherited from Form)	Gets or sets the minimum size the form can be resized to.
 Modal (inherited from Form)	Gets a value indicating whether this form is displayed modally.
 Name (inherited from Control)	Gets or sets the name of the control.
 Opacity (inherited from Form)	Gets or sets the opacity level of the form.
 OwnedForms (inherited from Form)	Gets an array of Form objects that represent all forms that are owned by this form.
 Owner (inherited from Form)	Gets or sets the form that owns this form.
 Parent (inherited from Control)	Gets or sets the parent container of the control.
 ParentForm (inherited from ContainerControl)	Gets the form that the container control is assigned to.
 ProductName (inherited from Control)	Gets the product name of the assembly containing the control.
 ProductVersion (inherited from Control)	Gets the version of the assembly containing the control.
 RecreatingHandle (inherited from Control)	Gets a value indicating whether the control is currently re-creating its

	handle.
 Region (inherited from Control)	Gets or sets the window region associated with the control.
 Right (inherited from Control)	Gets the distance between the right edge of the control and the left edge of its container.
 RightToLeft (inherited from Control)	Gets or sets a value indicating whether control's elements are aligned to support locales using right-to-left fonts.
 ShowInTaskbar (inherited from Form)	Gets or sets a value indicating whether the form is displayed in the Windows taskbar.
 Site (inherited from Control)	Gets or sets the site of the control.
 Size (inherited from Form)	Gets or sets the size of the form.
 SizeGripStyle (inherited from Form)	Gets or sets the style of the size grip to display in the lower-right corner of the form.
 StartPosition (inherited from Form)	Gets or sets the starting position of the form at run time.
 TabIndex (inherited from Form)	
 TabStop (inherited from Control)	Gets or sets a value indicating whether the user can give the focus to this control using the TAB key.

 Tag (inherited from Control)	Gets or sets the object that contains data about the control.
 Text (inherited from Control)	Gets or sets the text associated with this control.
 Top (inherited from Control)	Gets or sets the y-coordinate of the control's top edge in pixels.
 TopLevel (inherited from Form)	Gets or sets a value indicating whether to display the form as a top-level window.
 TopLevelControl (inherited from Control)	Gets the parent control that is not parented by another Windows Forms control. Typically, this is the outermost Form that the control is contained in.
 TopMost (inherited from Form)	Gets or sets a value indicating whether the form should be displayed as the top-most form of your application.
 TransparencyKey (inherited from Form)	Gets or sets the color that will represent transparent areas of the form.
 Visible (inherited from Control)	Gets or sets a value indicating whether the control is displayed.
 Width (inherited from Control)	Gets or sets the width of the control.
 WindowState (inherited from Form)	Gets or sets the form's window state.
 WindowTarget (inherited from	

Control)

Public Instance Methods

◆ Activate (inherited from Form)	Activates the form and gives it focus.
◆ AddOwnedForm (inherited from Form)	Adds an owned form to this form.
◆ BeginInvoke (inherited from Control)	Overloaded. Executes the specified delegate asynchronously with the specified arguments, on the thread that the control's underlying handle was created on.
◆ BringToFront (inherited from Control)	Brings the control to the front of the z-order.
◆ Close (inherited from Form)	Closes the form.
◆ Contains (inherited from Control)	Retrieves a value indicating whether the specified control is a child of the control.
◆ CreateControl (inherited from Control)	Forces the creation of the control, including the creation of the handle and any child controls.
◆ CreateGraphics (inherited from Control)	Creates the Graphics object for the control.
◆ CreateObjRef (inherited from MarshalByRefObject)	Creates an object that contains all the relevant information required to generate a proxy used to communicate with a remote object.
◆ Dispose (inherited from Component)	Overloaded. Releases all resources used by the Component .

◆ DoDragDrop (inherited from Control)	Begins a drag-and-drop operation.
◆ EndInvoke (inherited from Control)	Retrieves the return value of the asynchronous operation represented by the IAsyncResult object passed.
◆ Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
◆ FindForm (inherited from Control)	Retrieves the form that the control is on.
◆ Focus (inherited from Control)	Sets input focus to the control.
◆ GetChildAtPoint (inherited from Control)	Retrieves the child control that is located at the specified coordinates.
◆ GetContainerControl (inherited from Control)	Returns the next ContainerControl up the control's chain of parent controls.
◆ GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
◆ GetLifetimeService (inherited from MarshalByRefObject)	Retrieves the current lifetime service object that controls the lifetime policy for this instance.
◆ GetNextControl (inherited from Control)	Retrieves the next control forward or back in the tab order of child controls.
◆ GetType (inherited from Object)	Gets the Type of the current instance.
◆ Hide (inherited from Control)	Conceals the control from the user.

InitializeLifetimeService (inherited from MarshalByRefObject)	Obtains a lifetime service object to control the lifetime policy for this instance.
Invalidate (inherited from Control)	Overloaded. Invalidates the specified region of the control (adds it to the control's update region, which is the area that will be repainted at the next paint operation), and causes a paint message to be sent to the control.
Invoke (inherited from Control)	Overloaded. Executes the specified delegate, on the thread that owns the control's underlying window handle, with the specified list of arguments.
LayoutMdi (inherited from Form)	Arranges the multiple document interface (MDI) child forms within the MDI parent form.
PerformLayout (inherited from Control)	Overloaded. Forces the control to apply layout logic to all its child controls.
PointToClient (inherited from Control)	Computes the location of the specified screen point into client coordinates.
PointToScreen (inherited from Control)	Computes the location of the specified client point into screen coordinates.
PreProcessMessage (inherited from Control)	Preprocesses input messages within the message loop before they are dispatched.
RectangleToClient (inherited from Control)	Computes the size and location of the specified screen rectangle in client coordinates.

◆ RectangleToScreen (inherited from Control)	Computes the size and location of the specified client rectangle in screen coordinates.
◆ Refresh (inherited from Control)	Forces the control to invalidate its client area and immediately redraw itself and any child controls.
◆ RemoveOwnedForm (inherited from Form)	Removes an owned form from this form.
◆ ResetBackColor (inherited from Control)	Resets the BackColor property to its default value.
◆ ResetBindings (inherited from Control)	Resets the DataBindings property to its default value.
◆ ResetCursor (inherited from Control)	Resets the Cursor property to its default value.
◆ ResetFont (inherited from Control)	Resets the Font property to its default value.
◆ ResetForeColor (inherited from Control)	Resets the ForeColor property to its default value.
◆ ResetImeMode (inherited from Control)	Resets the ImeMode property to its default value.
◆ ResetRightToLeft (inherited from Control)	Resets the RightToLeft property to its default value.
◆ ResetText (inherited from Control)	Resets the Text property to its default value.
◆ ResumeLayout (inherited from Control)	Overloaded. Resumes normal layout logic.
◆ Scale (inherited from Control)	Overloaded. Scales the control and any child controls to the specified ratio.
◆ ScrollControlIntoView (inherited from	

ScrollableControl)	
◆ Select (inherited from Control)	Overloaded. Activates the control.
◆ SelectNextControl (inherited from Control)	Activates the next control.
◆ SendToBack (inherited from Control)	Sends the control to the back of the z-order.
◆ SetAutoScrollMargin (inherited from ScrollableControl)	Sets the size of the auto-scroll margins.
◆ SetBounds (inherited from Control)	Overloaded. Sets the bounds of the control to the specified location and size.
◆ SetDesktopBounds (inherited from Form)	Sets the bounds of the form in desktop coordinates.
◆ SetDesktopLocation (inherited from Form)	Sets the location of the form in desktop coordinates.
◆ Show (inherited from Control)	Displays the control to the user.
◆ ShowDialog (inherited from Form)	Overloaded. Shows the form as a modal dialog box with no owner window.
◆ SuspendLayout (inherited from Control)	Temporarily suspends the layout logic for the control.
◆ ToString (inherited from Form)	
◆ Update (inherited from Control)	Causes the control to redraw the invalidated regions within its client area.
◆ Validate (inherited from ContainerControl)	Validates the last invalidated control and its ancestors up through, but not including, the current control.

Public Instance Events

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⚡ Activated (inherited from Form)	Occurs when the form is activated in code or by the user.
⚡ BackColorChanged (inherited from Control)	Occurs when the value of the BackColor property changes.
⚡ BackgroundImageChanged (inherited from Control)	Occurs when the value of the BackgroundImage property changes.
⚡ BindingContextChanged (inherited from Control)	Occurs when the value of the BindingContext property changes.
⚡ CausesValidationChanged (inherited from Control)	Occurs when the value of the CausesValidation property changes.
⚡ ChangeUICues (inherited from Control)	Occurs when the focus or keyboard user interface (UI) cues change.
⚡ Click (inherited from Control)	Occurs when the control is clicked.
⚡ Closed (inherited from Form)	Occurs when the form is closed.
⚡ Closing (inherited from Form)	Occurs when the form is closing.
⚡ ContextMenuChanged (inherited from Control)	Occurs when the value of the ContextMenu property changes.
⚡ ControlAdded (inherited from Control)	Occurs when a new control is added to the ControlCollection .
⚡ ControlRemoved (inherited from Control)	Occurs when a control is removed from the ControlCollection .
⚡ CursorChanged (inherited from Control)	Occurs when the value of the Cursor property changes.
⚡ Deactivate (inherited from Form)	Occurs when the form loses focus and is not the active form.

⚡ Disposed (inherited from Component)	Adds an event handler to listen to the Disposed event on the component.
⚡ DockChanged (inherited from Control)	Occurs when the value of the Dock property changes.
⚡ DoubleClick (inherited from Control)	Occurs when the control is double-clicked.
⚡ DragDrop (inherited from Control)	Occurs when a drag-and-drop operation is completed.
⚡ DragEnter (inherited from Control)	Occurs when an object is dragged into the control's bounds.
⚡ DragLeave (inherited from Control)	Occurs when an object is dragged out of the control's bounds.
⚡ DragOver (inherited from Control)	Occurs when an object is dragged over the control's bounds.
⚡ EnabledChanged (inherited from Control)	Occurs when the Enabled property value has changed.
⚡ Enter (inherited from Control)	Occurs when the control is entered.
⚡ FontChanged (inherited from Control)	Occurs when the Font property value changes.
⚡ ForeColorChanged (inherited from Control)	Occurs when the ForeColor property value changes.
⚡ GiveFeedback (inherited from Control)	Occurs during a drag operation.
⚡ GotFocus (inherited from Control)	Occurs when the control receives focus.
⚡ HandleCreated (inherited from Control)	Occurs when a handle is created for the control.

⚡ HandleDestroyed (inherited from Control)	Occurs when the control's handle is in the process of being destroyed.
⚡ HelpRequested (inherited from Control)	Occurs when the user requests help for a control.
⚡ ImeModeChanged (inherited from Control)	Occurs when the ImeMode property has changed.
⚡ InputLanguageChanged (inherited from Form)	Occurs after the input language of the form has changed.
⚡ InputLanguageChanging (inherited from Form)	Occurs when the user attempts to change the input language for the form.
⚡ Invalidated (inherited from Control)	Occurs when a control's display requires redrawing.
⚡ KeyDown (inherited from Control)	Occurs when a key is pressed while the control has focus.
⚡ KeyPress (inherited from Control)	Occurs when a key is pressed while the control has focus.
⚡ KeyUp (inherited from Control)	Occurs when a key is released while the control has focus.
⚡ Layout (inherited from Control)	Occurs when a control should reposition its child controls.
⚡ Leave (inherited from Control)	Occurs when the input focus leaves the control.
⚡ Load (inherited from Form)	Occurs before a form is displayed for the first time.
⚡ LocationChanged (inherited from Control)	Occurs when the Location property value has changed.
⚡ LostFocus (inherited from Control)	Occurs when the control loses focus.
⚡ MaximizedBoundsChanged (inherited from Form)	Occurs when the value of the MaximizedBounds property has

	changed.
⚡ MaximumSizeChanged (inherited from Form)	Occurs when the value of the MaximumSize property has changed.
⚡ MdiChildActivate (inherited from Form)	Occurs when a multiple document interface (MDI) child form is activated or closed within an MDI application.
⚡ MenuComplete (inherited from Form)	Occurs when the menu of a form loses focus.
⚡ MenuStart (inherited from Form)	Occurs when the menu of a form receives focus.
⚡ MinimumSizeChanged (inherited from Form)	Occurs when the value of the MinimumSize property has changed.
⚡ MouseDown (inherited from Control)	Occurs when the mouse pointer is over the control and a mouse button is pressed.
⚡ MouseEnter (inherited from Control)	Occurs when the mouse pointer enters the control.
⚡ MouseHover (inherited from Control)	Occurs when the mouse pointer hovers over the control.
⚡ MouseLeave (inherited from Control)	Occurs when the mouse pointer leaves the control.
⚡ MouseMove (inherited from Control)	Occurs when the mouse pointer is moved over the control.
⚡ MouseUp (inherited from Control)	Occurs when the mouse pointer is over the control and a mouse button is released.
⚡ MouseWheel (inherited from Control)	Occurs when the mouse wheel moves while the control has focus.

⚡ Move (inherited from Control)	Occurs when the control is moved.
⚡ Paint (inherited from Control)	Occurs when the control is redrawn.
⚡ ParentChanged (inherited from Control)	Occurs when the Parent property value changes.
⚡ QueryAccessibilityHelp (inherited from Control)	Occurs when AccessibleObject is providing help to accessibility applications.
⚡ QueryContinueDrag (inherited from Control)	Occurs during a drag-and-drop operation and allows the drag source to determine whether the drag-and-drop operation should be canceled.
⚡ Resize (inherited from Control)	Occurs when the control is resized.
⚡ RightToLeftChanged (inherited from Control)	Occurs when the RightToLeft property value changes.
⚡ SizeChanged (inherited from Control)	Occurs when the Size property value changes.
⚡ StyleChanged (inherited from Control)	Occurs when the control style changes.
⚡ SystemColorsChanged (inherited from Control)	Occurs when the system colors change.
⚡ TabIndexChanged (inherited from Form)	
⚡ TabStopChanged (inherited from Control)	Occurs when the TabStop property value changes.
⚡ TextChanged (inherited from Control)	Occurs when the Text property value changes.
⚡ Validated (inherited from Control)	Occurs when the control is finished validating.

 Validating (inherited from Control)	Occurs when the control is validating.
 VisibleChanged (inherited from Control)	Occurs when the Visible property value changes.

Protected Instance Properties

 CreateParams (inherited from Form)	
 DefaultImeMode (inherited from Form)	Gets the default Input Method Editor (IME) mode supported by the control.
 DefaultSize (inherited from Form)	
 DesignMode (inherited from Component)	Gets a value that indicates whether the Component is currently in design mode.
 Events (inherited from Component)	Gets the list of event handlers that are attached to this Component .
 FontHeight (inherited from Control)	Gets or sets the height of the font of the control.
 HScroll (inherited from ScrollableControl)	Gets or sets a value indicating whether the horizontal scroll bar is visible.
 MaximizedBounds (inherited from Form)	Gets and sets the size of the form when it is maximized.
 RenderRightToLeft (inherited from Control)	
 ResizeRedraw (inherited from Control)	Gets or sets a value indicating whether the control redraws itself when resized.
 ShowFocusCues (inherited from Control)	Gets a value indicating whether the control should display focus

	rectangles.
 ShowKeyboardCues (inherited from Control)	Gets a value indicating whether the control should display keyboard shortcuts.
 VScroll (inherited from ScrollableControl)	Gets or sets a value indicating whether the vertical scroll bar is visible.

Protected Instance Methods

 AccessibilityNotifyClients (inherited from Control)	Notifies the accessibility client applications of the specified AccessibleEvents for the specified child control.
 ActivateMdiChild (inherited from Form)	
 AdjustFormScrollbars (inherited from Form)	
 ApplyAutoScaling (inherited from Form)	
 CenterToParent (inherited from Form)	
 CenterToScreen (inherited from Form)	
 CreateAccessibilityInstance (inherited from Control)	Creates a new accessibility object for the control.
 CreateControlsInstance (inherited from Form)	
 CreateHandle (inherited from Form)	
 DefWndProc (inherited from Form)	
 DestroyHandle (inherited from Control)	Destroys the handle associated with the control.

 Dispose	Overloaded. Clean up any resources being used.
 Finalize (inherited from Component)	Releases unmanaged resource and performs other cleanup operations before the Component is reclaimed by garbage collection.
 GetScrollState (inherited from ScrollableControl)	
 GetService (inherited from Component)	Returns an object that represents a service provided by the Component or by its Container .
 GetStyle (inherited from Control)	Retrieves the value of the specified control style bit for the control.
 GetTopLevel (inherited from Control)	Determines if the control is a top-level control.
 InitLayout (inherited from Control)	Called after the control has been added to another container.
 InvokeGotFocus (inherited from Control)	Raises the GotFocus event for the specified control.
 InvokeLostFocus (inherited from Control)	Raises the LostFocus event for the specified control.
 InvokeOnClick (inherited from Control)	Raises the Click event for the specified control.
 InvokePaint (inherited from Control)	Raises the Paint event for the specified control.
 InvokePaintBackground (inherited from Control)	Raises the PaintBackground event for the specified control.
 IsInputChar (inherited from Control)	Determines if a character is an input character that the control recognizes.

 IsInputKey (inherited from Control)	Determines whether the specified key is a regular input key or a special key that requires preprocessing.
 MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .
 NotifyInvalidade (inherited from Control)	
 OnActivated (inherited from Form)	Raises the Activated event.
 OnBackColorChanged (inherited from Control)	Raises the BackColorChanged event.
 OnBackgroundImageChanged (inherited from Control)	Raises the BackgroundImageChanged event.
 OnBindingContextChanged (inherited from Control)	Raises the BindingContextChanged event.
 OnCausesValidationChanged (inherited from Control)	Raises the CausesValidationChanged event.
 OnChangeUICues (inherited from Control)	Raises the ChangeUICues event.
 OnClick (inherited from Control)	Raises the Click event.
 OnClosed (inherited from Form)	Raises the Closed event.
 OnClosing (inherited from Form)	Raises the Closing event.
 OnContextMenuChanged (inherited from Control)	Raises the ContextMenuChanged event.
 OnControlAdded (inherited from Control)	Raises the ControlAdded event
 OnControlRemoved (inherited from ContainerControl)	
 OnCreateControl (inherited from Form)	

🔗 OnCursorChanged (inherited from Control)	Raises the CursorChanged event.
🔗 OnDeactivate (inherited from Form)	Raises the Deactivate event.
🔗 OnDockChanged (inherited from Control)	Raises the DockChanged event.
🔗 OnDoubleClick (inherited from Control)	Raises the DoubleClick event.
🔗 OnDragDrop (inherited from Control)	Raises the DragDrop event.
🔗 OnDragEnter (inherited from Control)	Raises the DragEnter event.
🔗 OnDragLeave (inherited from Control)	Raises the DragLeave event.
🔗 OnDragOver (inherited from Control)	Raises the DragOver event.
🔗 OnEnabledChanged (inherited from Control)	Raises the EnabledChanged event.
🔗 OnEnter (inherited from Control)	Raises the Enter event.
🔗 OnFontChanged (inherited from Form)	
🔗 OnForeColorChanged (inherited from Control)	Raises the ForeColorChanged event.
🔗 OnGiveFeedback (inherited from Control)	Raises the GiveFeedback event.
🔗 OnGotFocus (inherited from Control)	Raises the GotFocus event.
🔗 OnHandleCreated (inherited from Form)	
🔗 OnHandleDestroyed (inherited from Form)	

 OnHelpRequested (inherited from Control)	Raises the HelpRequested event.
 OnImeModeChanged (inherited from Control)	Raises the ImeModeChanged event.
 OnInputLanguageChanged (inherited from Form)	Raises the InputLanguageChanged event.
 OnInputLanguageChanging (inherited from Form)	Raises the InputLanguageChanging event.
 OnInvalidated (inherited from Control)	Raises the Invalidated event.
 OnKeyDown (inherited from Control)	Raises the KeyDown event.
 OnKeyPress (inherited from Control)	Raises the KeyPress event.
 OnKeyUp (inherited from Control)	Raises the KeyUp event.
 OnLayout (inherited from ScrollableControl)	
 OnLeave (inherited from Control)	Raises the Leave event.
 OnLoad (inherited from Form)	Raises the Load event.
 OnLocationChanged (inherited from Control)	Raises the LocationChanged event.
 OnLostFocus (inherited from Control)	Raises the LostFocus event.
 OnMaximizedBoundsChanged (inherited from Form)	Raises the MaximizedBoundsChanged event.
 OnMaximumSizeChanged (inherited from Form)	Raises the MaximumSizeChanged event.
 OnMdiChildActivate (inherited from Form)	Raises the MdiChildActivate event.
 OnMenuComplete (inherited from	Raises the MenuComplete

Form)	event.
 OnMenuStart (inherited from Form)	Raises the MenuStart event.
 OnMinimumSizeChanged (inherited from Form)	Raises the MinimumSizeChanged event.
 OnMouseDown (inherited from Control)	Raises the MouseDown event.
 OnMouseEnter (inherited from Control)	Raises the MouseEnter event.
 OnMouseHover (inherited from Control)	Raises the MouseHover event.
 OnMouseLeave (inherited from Control)	Raises the MouseLeave event.
 OnMouseMove (inherited from Control)	Raises the MouseMove event.
 OnMouseUp (inherited from Control)	Raises the MouseUp event.
 OnMouseWheel (inherited from ScrollableControl)	
 OnMove (inherited from Control)	Raises the Move event.
 OnNotifyMessage (inherited from Control)	Notifies the control of Windows messages.
 OnPaint (inherited from Form)	
 OnPaintBackground (inherited from Control)	Paints the background of the control.
 OnParentBackColorChanged (inherited from Control)	Raises the BackColorChanged event when the BackColor property value of the control's container changes.
 OnParentBackgroundImageChanged (inherited from Control)	Raises the BackgroundImageChanged

	event when the BackgroundImage property value of the control's container changes.
 OnParentBindingContextChanged (inherited from Control)	Raises the BindingContextChanged event when the BindingContext property value of the control's container changes.
 OnParentChanged (inherited from Control)	Raises the ParentChanged event.
 OnParentEnabledChanged (inherited from Control)	Raises the EnabledChanged event when the Enabled property value of the control's container changes.
 OnParentFontChanged (inherited from Control)	Raises the FontChanged event when the Font property value of the control's container changes.
 OnParentForeColorChanged (inherited from Control)	Raises the ForeColorChanged event when the ForeColor property value of the control's container changes.
 OnParentRightToLeftChanged (inherited from Control)	Raises the RightToLeftChanged event when the RightToLeft property value of the control's container changes.
 OnParentVisibleChanged (inherited from Control)	Raises the VisibleChanged event when the Visible property value of the control's container changes.
 OnQueryContinueDrag (inherited from Control)	Raises the QueryContinueDrag event.
 OnResize (inherited from Form)	
 OnRightToLeftChanged (inherited	Raises the

from Control)	RightToLeftChanged event.
 OnSizeChanged (inherited from Control)	Raises the SizeChanged event
 OnStyleChanged (inherited from Form)	
 OnSystemColorsChanged (inherited from Control)	Raises the SystemColorsChanged event.
 OnTabIndexChanged (inherited from Control)	Raises the TabIndexChanged event.
 OnTabStopChanged (inherited from Control)	Raises the TabStopChanged event.
 OnTextChanged (inherited from Form)	
 OnValidated (inherited from Control)	Raises the Validated event.
 OnValidating (inherited from Control)	Raises the Validating event.
 OnVisibleChanged (inherited from Form)	
 ProcessCmdKey (inherited from Form)	
 ProcessDialogChar (inherited from ContainerControl)	
 ProcessDialogKey (inherited from Form)	
 ProcessKeyEventArgs (inherited from Control)	Processes a key message and generates the appropriate control events.
 ProcessKeyPreview (inherited from Form)	
 ProcessMnemonic (inherited from	

ContainerControl)	
 ProcessTabKey (inherited from Form)	
 RaiseDragEvent (inherited from Control)	
 RaiseKeyEvent (inherited from Control)	
 RaiseMouseEvent (inherited from Control)	
 RaisePaintEvent (inherited from Control)	
 RecreateHandle (inherited from Control)	Forces the re-creation of the handle for the control.
 ResetMouseEventArgs (inherited from Control)	
 RtlTranslateAlignment (inherited from Control)	Overloaded. Converts the specified HorizontalAlignment to the appropriate HorizontalAlignment to support right-to-left text.
 RtlTranslateContent (inherited from Control)	Converts the specified ContentAlignment to the appropriate ContentAlignment to support right-to-left text.
 RtlTranslateHorizontal (inherited from Control)	Converts the specified HorizontalAlignment to the appropriate HorizontalAlignmer to support right-to-left text.
 RtlTranslateLeftRight (inherited from Control)	Converts the specified LeftRightAlignment to the appropriate LeftRightAlignment to support right-to-left text.
 ScaleCore (inherited from Form)	

 Select (inherited from Form)	Overloaded.
 SetBoundsCore (inherited from Form)	
 SetClientSizeCore (inherited from Form)	
 SetDisplayRectLocation (inherited from ScrollableControl)	
 SetScrollState (inherited from ScrollableControl)	
 SetStyle (inherited from Control)	Sets the specified style bit to the specified value.
 SetTopLevel (inherited from Control)	Sets the control as the top-level control.
 SetVisibleCore (inherited from Form)	
 UpdateBounds (inherited from Control)	Overloaded. Updates the bounds of the control with the current size and location.
 UpdateDefaultButton (inherited from Form)	
 UpdateStyles (inherited from Control)	Forces the assigned styles to be reapplied to the control.
 UpdateZOrder (inherited from Control)	Updates the control in its parent's z-order.
 WndProc (inherited from Form)	

Protected Internal Instance Methods

 ProcessKeyMessage (inherited from Control)	Processes a keyboard message.
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Explicit Interface Implementations

	
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IContainerControl.ActivateControl (inherited from ContainerControl)	
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See Also

[SuggestionForm Class](#) | [NetSpell.SpellChecker.Forms Namespace](#)

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SuggestionForm Constructor

Default Constructor

```
[Visual Basic]Public Sub New( _  
    ByVal spell As Spelling _  
)
```

```
[C#]  
public SuggestionForm(  
    Spelling spell  
);
```

See Also

[SuggestionForm Class](#) | [NetSpell.SpellChecker.Forms Namespace](#)

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SuggestionForm Methods

The methods of the **SuggestionForm** class are listed below. For a complete list of **SuggestionForm** class members, see the [SuggestionForm Members](#) topic.

Public Instance Methods

Activate (inherited from Form)	Activates the form and gives it focus.
AddOwnedForm (inherited from Form)	Adds an owned form to this form.
BeginInvoke (inherited from Control)	Overloaded. Executes the specified delegate asynchronously with the specified arguments, on the thread that the control's underlying handle was created on.
BringToFront (inherited from Control)	Brings the control to the front of the z-order.
Close (inherited from Form)	Closes the form.
Contains (inherited from Control)	Retrieves a value indicating whether the specified control is a child of the control.
CreateControl (inherited from Control)	Forces the creation of the control, including the creation of the handle and any child controls.
CreateGraphics (inherited from Control)	Creates the Graphics object for the control.
CreateObjRef (inherited from MarshalByRefObject)	Creates an object that contains all the relevant information required to generate a proxy used to communicate with a

	remote object.
◆ Dispose (inherited from Component)	Overloaded. Releases all resources used by the Component .
◆ DoDragDrop (inherited from Control)	Begins a drag-and-drop operation.
◆ EndInvoke (inherited from Control)	Retrieves the return value of the asynchronous operation represented by the IAsyncResult object passed.
◆ Equals (inherited from Object)	Determines whether the specified Object is equal to the current Object .
◆ FindForm (inherited from Control)	Retrieves the form that the control is on.
◆ Focus (inherited from Control)	Sets input focus to the control.
◆ GetChildAtPoint (inherited from Control)	Retrieves the child control that is located at the specified coordinates.
◆ GetContainerControl (inherited from Control)	Returns the next ContainerControl up the control's chain of parent controls.
◆ GetHashCode (inherited from Object)	Serves as a hash function for a particular type, suitable for use in hashing algorithms and data structures like a hash table.
◆ GetLifetimeService (inherited from MarshalByRefObject)	Retrieves the current lifetime service object that controls the lifetime policy for this instance.
◆ GetNextControl (inherited from Control)	Retrieves the next control forward or back in the tab order of child controls.

◆ GetType (inherited from Object)	Gets the Type of the current instance.
◆ Hide (inherited from Control)	Conceals the control from the user.
◆ InitializeLifetimeService (inherited from MarshalByRefObject)	Obtains a lifetime service object to control the lifetime policy for this instance.
◆ Invalidate (inherited from Control)	Overloaded. Invalidates the specified region of the control (adds it to the control's update region, which is the area that will be repainted at the next paint operation), and causes a paint message to be sent to the control.
◆ Invoke (inherited from Control)	Overloaded. Executes the specified delegate, on the thread that owns the control's underlying window handle, with the specified list of arguments.
◆ LayoutMdi (inherited from Form)	Arranges the multiple document interface (MDI) child forms within the MDI parent form.
◆ PerformLayout (inherited from Control)	Overloaded. Forces the control to apply layout logic to all its child controls.
◆ PointToClient (inherited from Control)	Computes the location of the specified screen point into client coordinates.
◆ PointToScreen (inherited from Control)	Computes the location of the specified client point into screen coordinates.
◆ PreProcessMessage (inherited from Control)	Preprocesses input messages within the message loop before

	they are dispatched.
◆ RectangleToClient (inherited from Control)	Computes the size and location of the specified screen rectangle in client coordinates.
◆ RectangleToScreen (inherited from Control)	Computes the size and location of the specified client rectangle in screen coordinates.
◆ Refresh (inherited from Control)	Forces the control to invalidate its client area and immediately redraw itself and any child controls.
◆ RemoveOwnedForm (inherited from Form)	Removes an owned form from this form.
◆ ResetBackColor (inherited from Control)	Resets the BackColor property to its default value.
◆ ResetBindings (inherited from Control)	Resets the DataBindings property to its default value.
◆ ResetCursor (inherited from Control)	Resets the Cursor property to its default value.
◆ ResetFont (inherited from Control)	Resets the Font property to its default value.
◆ ResetForeColor (inherited from Control)	Resets the ForeColor property to its default value.
◆ ResetImeMode (inherited from Control)	Resets the ImeMode property to its default value.
◆ ResetRightToLeft (inherited from Control)	Resets the RightToLeft property to its default value.
◆ ResetText (inherited from Control)	Resets the Text property to its default value.
◆ ResumeLayout (inherited from Control)	Overloaded. Resumes normal layout logic.
◆ Scale (inherited from Control)	Overloaded. Scales the control

	and any child controls to the specified ratio.
◆ ScrollControlIntoView (inherited from ScrollableControl)	
◆ Select (inherited from Control)	Overloaded. Activates the control.
◆ SelectNextControl (inherited from Control)	Activates the next control.
◆ SendToBack (inherited from Control)	Sends the control to the back of the z-order.
◆ SetAutoScrollMargin (inherited from ScrollableControl)	Sets the size of the auto-scroll margins.
◆ SetBounds (inherited from Control)	Overloaded. Sets the bounds of the control to the specified location and size.
◆ SetDesktopBounds (inherited from Form)	Sets the bounds of the form in desktop coordinates.
◆ SetDesktopLocation (inherited from Form)	Sets the location of the form in desktop coordinates.
◆ Show (inherited from Control)	Displays the control to the user.
◆ ShowDialog (inherited from Form)	Overloaded. Shows the form as a modal dialog box with no owner window.
◆ SuspendLayout (inherited from Control)	Temporarily suspends the layout logic for the control.
◆ ToString (inherited from Form)	
◆ Update (inherited from Control)	Causes the control to redraw the invalidated regions within its client area.
◆ Validate (inherited from ContainerControl)	Validates the last invalidated control and its ancestors up

through, but not including, the current control.

Protected Instance Methods

 AccessibilityNotifyClients (inherited from Control)	Notifies the accessibility client applications of the specified AccessibleEvents for the specified child control.
 ActivateMdiChild (inherited from Form)	
 AdjustFormScrollbars (inherited from Form)	
 ApplyAutoScaling (inherited from Form)	
 CenterToParent (inherited from Form)	
 CenterToScreen (inherited from Form)	
 CreateAccessibilityInstance (inherited from Control)	Creates a new accessibility object for the control.
 CreateControlsInstance (inherited from Form)	
 CreateHandle (inherited from Form)	
 DefWndProc (inherited from Form)	
 DestroyHandle (inherited from Control)	Destroys the handle associated with the control.
 Dispose	Overloaded. Clean up any resources being used.
 Finalize (inherited from Component)	Releases unmanaged resource and performs other cleanup operations before the

	Component is reclaimed by garbage collection.
 GetScrollState (inherited from ScrollableControl)	
 GetService (inherited from Component)	Returns an object that represents a service provided by the Component or by its Container .
 GetStyle (inherited from Control)	Retrieves the value of the specified control style bit for the control.
 GetTopLevel (inherited from Control)	Determines if the control is a top-level control.
 InitLayout (inherited from Control)	Called after the control has been added to another container.
 InvokeGotFocus (inherited from Control)	Raises the GotFocus event for the specified control.
 InvokeLostFocus (inherited from Control)	Raises the LostFocus event for the specified control.
 InvokeOnClick (inherited from Control)	Raises the Click event for the specified control.
 InvokePaint (inherited from Control)	Raises the Paint event for the specified control.
 InvokePaintBackground (inherited from Control)	Raises the PaintBackground event for the specified control.
 IsInputChar (inherited from Control)	Determines if a character is an input character that the control recognizes.
 IsInputKey (inherited from Control)	Determines whether the specified key is a regular input key or a special key that requires preprocessing.

 MemberwiseClone (inherited from Object)	Creates a shallow copy of the current Object .
 NotifyInvalidated (inherited from Control)	
 OnActivated (inherited from Form)	Raises the Activated event.
 OnBackColorChanged (inherited from Control)	Raises the BackColorChanged event.
 OnBackgroundImageChanged (inherited from Control)	Raises the BackgroundImageChanged event.
 OnBindingContextChanged (inherited from Control)	Raises the BindingContextChanged event.
 OnCausesValidationChanged (inherited from Control)	Raises the CausesValidationChanged event.
 OnChangeUICues (inherited from Control)	Raises the ChangeUICues event.
 OnClick (inherited from Control)	Raises the Click event.
 OnClosed (inherited from Form)	Raises the Closed event.
 OnClosing (inherited from Form)	Raises the Closing event.
 OnContextMenuChanged (inherited from Control)	Raises the ContextMenuChanged event.
 OnControlAdded (inherited from Control)	Raises the ControlAdded event.
 OnControlRemoved (inherited from ContainerControl)	
 OnCreateControl (inherited from Form)	
 OnCursorChanged (inherited from Control)	Raises the CursorChanged event.
 OnDeactivate (inherited from Form)	Raises the Deactivate event.

🔗 OnDockChanged (inherited from Control)	Raises the DockChanged event
🔗 OnDoubleClick (inherited from Control)	Raises the DoubleClick event.
🔗 OnDragDrop (inherited from Control)	Raises the DragDrop event.
🔗 OnDragEnter (inherited from Control)	Raises the DragEnter event.
🔗 OnDragLeave (inherited from Control)	Raises the DragLeave event.
🔗 OnDragOver (inherited from Control)	Raises the DragOver event.
🔗 OnEnabledChanged (inherited from Control)	Raises the EnabledChanged event.
🔗 OnEnter (inherited from Control)	Raises the Enter event.
🔗 OnFontChanged (inherited from Form)	
🔗 OnForeColorChanged (inherited from Control)	Raises the ForeColorChanged event.
🔗 OnGiveFeedback (inherited from Control)	Raises the GiveFeedback event.
🔗 OnGotFocus (inherited from Control)	Raises the GotFocus event.
🔗 OnHandleCreated (inherited from Form)	
🔗 OnHandleDestroyed (inherited from Form)	
🔗 OnHelpRequested (inherited from Control)	Raises the HelpRequested event.
🔗 OnImeModeChanged (inherited from Control)	Raises the ImeModeChanged event.

 OnInputLanguageChanged (inherited from Form)	Raises the InputLanguageChanged event.
 OnInputLanguageChanging (inherited from Form)	Raises the InputLanguageChanging event
 OnInvalidated (inherited from Control)	Raises the Invalidated event.
 OnKeyDown (inherited from Control)	Raises the KeyDown event.
 OnKeyPress (inherited from Control)	Raises the KeyPress event.
 OnKeyUp (inherited from Control)	Raises the KeyUp event.
 OnLayout (inherited from ScrollableControl)	
 OnLeave (inherited from Control)	Raises the Leave event.
 OnLoad (inherited from Form)	Raises the Load event.
 OnLocationChanged (inherited from Control)	Raises the LocationChanged event.
 OnLostFocus (inherited from Control)	Raises the LostFocus event.
 OnMaximizedBoundsChanged (inherited from Form)	Raises the MaximizedBoundsChanged event.
 OnMaximumSizeChanged (inherited from Form)	Raises the MaximumSizeChanged event.
 OnMdiChildActivate (inherited from Form)	Raises the MdiChildActivate event.
 OnMenuComplete (inherited from Form)	Raises the MenuComplete event.
 OnMenuStart (inherited from Form)	Raises the MenuStart event.
 OnMinimumSizeChanged	Raises the

(inherited from Form)	MinimumSizeChanged event.
 OnMouseDown (inherited from Control)	Raises the MouseDown event.
 OnMouseEnter (inherited from Control)	Raises the MouseEnter event.
 OnMouseHover (inherited from Control)	Raises the MouseHover event.
 OnMouseLeave (inherited from Control)	Raises the MouseLeave event.
 OnMouseMove (inherited from Control)	Raises the MouseMove event.
 OnMouseUp (inherited from Control)	Raises the MouseUp event.
 OnMouseWheel (inherited from ScrollableControl)	
 OnMove (inherited from Control)	Raises the Move event.
 OnNotifyMessage (inherited from Control)	Notifies the control of Windows messages.
 OnPaint (inherited from Form)	
 OnPaintBackground (inherited from Control)	Paints the background of the control.
 OnParentBackColorChanged (inherited from Control)	Raises the BackColorChanged event when the BackColor property value of the control's container changes.
 OnParentBackgroundImageChanged (inherited from Control)	Raises the BackgroundImageChanged event when the BackgroundImage property value of the control's container changes.
 OnParentBindingContextChanged	Raises the

(inherited from Control)	BindingContextChanged event when the BindingContext property value of the control's container changes.
 OnParentChanged (inherited from Control)	Raises the ParentChanged event.
 OnParentEnabledChanged (inherited from Control)	Raises the EnabledChanged event when the Enabled property value of the control's container changes.
 OnParentFontChanged (inherited from Control)	Raises the FontChanged event when the Font property value of the control's container changes.
 OnParentForeColorChanged (inherited from Control)	Raises the ForeColorChanged event when the ForeColor property value of the control's container changes.
 OnParentRightToLeftChanged (inherited from Control)	Raises the RightToLeftChanged event when the RightToLeft property value of the control's container changes.
 OnParentVisibleChanged (inherited from Control)	Raises the VisibleChanged event when the Visible property value of the control's container changes.
 OnQueryContinueDrag (inherited from Control)	Raises the QueryContinueDrag event.
 OnResize (inherited from Form)	
 OnRightToLeftChanged (inherited from Control)	Raises the RightToLeftChanged event.
 OnSizeChanged (inherited from Control)	Raises the SizeChanged event
 OnStyleChanged (inherited from	

Form)	
 OnSystemColorsChanged (inherited from Control)	Raises the SystemColorsChanged event.
 OnTabIndexChanged (inherited from Control)	Raises the TabIndexChanged event.
 OnTabStopChanged (inherited from Control)	Raises the TabStopChanged event.
 OnTextChanged (inherited from Form)	
 OnValidated (inherited from Control)	Raises the Validated event.
 OnValidating (inherited from Control)	Raises the Validating event.
 OnVisibleChanged (inherited from Form)	
 ProcessCmdKey (inherited from Form)	
 ProcessDialogChar (inherited from ContainerControl)	
 ProcessDialogKey (inherited from Form)	
 ProcessKeyEventArgs (inherited from Control)	Processes a key message and generates the appropriate control events.
 ProcessKeyPreview (inherited from Form)	
 ProcessMnemonic (inherited from ContainerControl)	
 ProcessTabKey (inherited from Form)	
 RaiseDragEvent (inherited from	

Control)	
 RaiseKeyEvent (inherited from Control)	
 RaiseMouseEvent (inherited from Control)	
 RaisePaintEvent (inherited from Control)	
 RecreateHandle (inherited from Control)	Forces the re-creation of the handle for the control.
 ResetMouseEventArgs (inherited from Control)	
 RtlTranslateAlignment (inherited from Control)	Overloaded. Converts the specified HorizontalAlignment to the appropriate HorizontalAlignment to support right-to-left text.
 RtlTranslateContent (inherited from Control)	Converts the specified ContentAlignment to the appropriate ContentAlignment to support right-to-left text.
 RtlTranslateHorizontal (inherited from Control)	Converts the specified HorizontalAlignment to the appropriate HorizontalAlignmer to support right-to-left text.
 RtlTranslateLeftRight (inherited from Control)	Converts the specified LeftRightAlignment to the appropriate LeftRightAlignment to support right-to-left text.
 ScaleCore (inherited from Form)	
 Select (inherited from Form)	Overloaded.
 SetBoundsCore (inherited from Form)	

 SetClientSizeCore (inherited from Form)	
 SetDisplayRectLocation (inherited from ScrollableControl)	
 SetScrollState (inherited from ScrollableControl)	
 SetStyle (inherited from Control)	Sets the specified style bit to the specified value.
 SetTopLevel (inherited from Control)	Sets the control as the top-level control.
 SetVisibleCore (inherited from Form)	
 UpdateBounds (inherited from Control)	Overloaded. Updates the bounds of the control with the current size and location.
 UpdateDefaultButton (inherited from Form)	
 UpdateStyles (inherited from Control)	Forces the assigned styles to be reapplied to the control.
 UpdateZOrder (inherited from Control)	Updates the control in its parent's z-order.
 WndProc (inherited from Form)	

Protected Internal Instance Methods

 ProcessKeyMessage (inherited from Control)	Processes a keyboard message.
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Explicit Interface Implementations

 IContainerControl.ActivateControl (inherited from ContainerControl)	
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See Also

[SuggestionForm Class](#) | [NetSpell.SpellChecker.Forms Namespace](#)

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SuggestionForm.Dispose Method

Clean up any resources being used.

Overload List

Inherited from [Component](#).

[public void Dispose\(\);](#)

Clean up any resources being used.

[protected override void Dispose\(bool\);](#)

See Also

[SuggestionForm Class](#) | [NetSpell.SpellChecker.Forms Namespace](#)

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SuggestionForm.Dispose Method (Boolean)

Clean up any resources being used.

```
[Visual Basic]Overrides Overloads Protected :  
-  
    ByVal disposing As Boolean _  
)
```

```
[C#]  
protected override void Dispose(  
    bool disposing  
);
```

See Also

[SuggestionForm Class](#) | [NetSpell.SpellChecker.Forms Namespace](#) | [SuggestionForm.Dispose Overload List](#)

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