

# Class ObjectBaseTests

Namespace: [SpicyInvaders.Tests](#)








Assembly: SpicyInvadersTests.dll

```
[TestClass]  
public class ObjectBaseTests
```

## Inheritance

[object](#)  ← ObjectBaseTests

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,  
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

## Methods

### \_IsAliveTest()

UnitTesting pour verifier si l'object il est mort

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

### \_OutLimitWindowYCheckTest()

UnitTesting pour verifier si l'object est dans la console

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