

# Class Playground

&lt;/&gt;

Namespace: [Display](#)

Assembly: Display.dll

```
public class Playground
```

## Inheritance

[object](#) ← Playground

## Inherited Members

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

## Fields

### \_mainMenu

&lt;/&gt;

```
public string[] _mainMenu
```

### Field Value

[string](#) []

### \_startMenuHeight

&lt;/&gt;

```
public int _startMenuHeight
```

### Field Value

[int](#)

## Methods

### Init(Cursor)

&lt;/&gt;

## Configuration de départ

```
public void Init(Cursor cursor)
```

## Parameters

cursor [Cursor](#)

## NotVisibleCursor()

&lt;/&gt;

rend le curseur invisible

```
public void NotVisibleCursor()
```

## Show(Cursor)

&lt;/&gt;

affiche le curseur du menu principal

```
public void Show(Cursor cursor)
```

## Parameters

cursor [Cursor](#)

## ShowAmmo(Ammo)

&lt;/&gt;

affiche la balle

```
public void ShowAmmo(Ammo ammo)
```

## Parameters

ammo [Ammo](#)

## ShowAmmo(Player)

&lt;/&gt;

affiche le nombre de munitions restantes

```
public void ShowAmmo(Player player)
```

Parameters

player [Player](#)

## ShowClassement(Store)

&lt;/&gt;

affiche le classement

```
public void ShowClassement(Store store)
```

Parameters

store [Store](#)

## ShowEnemie(Enemy)

&lt;/&gt;

affiche l'ennemie

```
public void ShowEnemie(Enemy enemy)
```

Parameters

enemy [Enemy](#)

## ShowGameOver(Score)

&lt;/&gt;

affiche l'écran de fin

```
public void ShowGameOver(Score score)
```

Parameters

score [Score](#)

## ShowOption()

&lt;/&gt;

affiche les options

```
public void ShowOption()
```

## ShowPlayer(Player)

&lt;/&gt;

affiche le joueur

```
public void ShowPlayer(Player player)
```

Parameters

player [Player](#)

## ShowRegles()

&lt;/&gt;

affiche les règles

```
public void ShowRegles()
```

## ShowScore(Score)

&lt;/&gt;

affiche le score

```
public void ShowScore(Score score)
```

Parameters

score [Score](#)

## ShowTitleMainMenu()

&lt;/&gt;

affiche le menu principale

```
public void ShowTitleMainMenu()
```

# VisibleCursor()



rend le curseur visible

```
public void VisibleCursor()
```