

# Class Cursor

&lt;/&gt;

Namespace: [Model](#)

Assembly: Model.dll

```
public class Cursor
```

## Inheritance

[object](#) ← Cursor

## Inherited Members

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

## Fields

```
_X
```

&lt;/&gt;

```
public int _x
```

Field Value

[int](#)

```
_y
```

&lt;/&gt;

```
public int _y
```

Field Value

[int](#)

## Methods

```
MoveDown()
```

&lt;/&gt;

met à jour la position verticale lorsqu'il descend

```
public void MoveDown()
```

## MoveUp()

&lt;/&gt;

met à jour la position verticale lorsqu'il monte

```
public void MoveUp()
```