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# Module 13 XNA Text IO

## Lecture XNA Text Output

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# Module 13 Learning Objectives

Bloom Level	Number	Name	Description	Course Learning Objectives
2: Understand	1	XNA Keyboard Input	Describe how to get and use keyboard input in XNA	Basic XNA Concepts
2: Understand	2	XNA Text Output	Describe how to output text in XNA	Basic XNA Concepts
3: Apply	3	XNA Text IO	Develop an XNA game that uses keyboard input and provides text output	Basic XNA Concepts

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Last time, we learned how to get and process  
keyboard input

This time, we'll learn how to display text in our  
game

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## In-Lecture Quiz

The class that gives us a font to use as a sprite for display is

- A: Joe
  - B: FontSprite
  - C: SpriteFont
  - D: FontToUseAsASpriteForDisplay
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## In-Lecture Quiz

To actually draw a string, the method we use is

- A: ToString
  - B: Draw
  - C: DrawString
  - D: Don't pick me under any circumstances
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- Recap

- We learned how to display text in an XNA game
- The end of the last module!

- Next Week

- I'll talk about the optional project, discuss some core ideas for the final exam, and make some final comments
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