# Class MainWindow

Namespace: <u>Space Invader WPF</u>
Assembly: Space\_Invader\_WPF.dll

Code du jeu

```
public class MainWindow : Window, IAnimatable, ISupportInitialize,
IFrameworkInputElement, IInputElement, IQueryAmbient, IAddChild
```

#### **Inheritance**

<u>object</u> ← <u>DispatcherObject</u> ← <u>DependencyObject</u> ← <u>Visual</u> ← <u>UIElement</u> ← <u>FrameworkElement</u> ← Control ← ContentControl ← Window ← MainWindow

#### **Implements**

IAnimatable, ISupportInitialize, IFrameworkInputElement, IInputElement, IQueryAmbient, IAddChild

#### **Inherited Members**

<u>Window.AllowsTransparencyProperty</u>, <u>Window.DpiChangedEvent</u>, <u>Window.IconProperty</u>,

Window.IsActiveProperty, Window.LeftProperty, Window.ResizeModeProperty,

Window.ShowActivatedProperty, Window.ShowInTaskbarProperty, Window.SizeToContentProperty,

<u>Window.TaskbarltemInfoProperty</u>, <u>Window.TitleProperty</u>, <u>Window.TopmostProperty</u>,

Window.TopProperty, Window.WindowStateProperty, Window.WindowStyleProperty,

Window.Activate(), Window.ArrangeOverride(Size), Window.Close(), Window.DragMove(),

<u>Window.GetWindow(DependencyObject)</u>, <u>Window.Hide()</u>, <u>Window.MeasureOverride(Size)</u>,

<u>Window.OnActivated(EventArgs)</u>, <u>Window.OnClosed(EventArgs)</u>,

Window.OnClosing(CancelEventArgs), Window.OnContentChanged(object, object),

<u>Window.OnContentRendered(EventArgs)</u>, <u>Window.OnCreateAutomationPeer()</u>,

Window.OnDeactivated(EventArgs), Window.OnDpiChanged(DpiScale, DpiScale),

Window.OnLocationChanged(EventArgs),

Window.OnManipulationBoundaryFeedback(ManipulationBoundaryFeedbackEventArgs),

Window.OnSourceInitialized(EventArgs), Window.OnStateChanged(EventArgs),

Window.OnVisualChildrenChanged(DependencyObject, DependencyObject),

<u>Window.OnVisualParentChanged(DependencyObject)</u>, <u>Window.Show()</u>, <u>Window.ShowDialog()</u>,

Window.AllowsTransparency, Window.DialogResult, Window.Icon, Window.IsActive, Window.Left,

Window.LogicalChildren, Window.OwnedWindows, Window.Owner, Window.ResizeMode,

Window.RestoreBounds, Window.ShowActivated, Window.ShowInTaskbar, Window.SizeToContent,

Window.TaskbarltemInfo, Window.Title, Window.Top, Window.Topmost,

Window.WindowStartupLocation, Window.WindowState, Window.WindowStyle, Window.Activated,

Window.Closed, Window.Closing, Window.ContentRendered, Window.Deactivated,

Window.DpiChanged, Window.LocationChanged, Window.SourceInitialized, Window.StateChanged,

<u>ContentControl.ContentProperty</u>, <u>ContentControl.ContentStringFormatProperty</u>,

<u>ContentControl.ContentTemplateProperty</u>, <u>ContentControl.ContentTemplateSelectorProperty</u>, ContentControl.HasContentProperty, ContentControl.AddChild(object), ContentControl.AddText(string), ContentControl.OnContentStringFormatChanged(string, string), <u>ContentControl.OnContentTemplateChanged(DataTemplate, DataTemplate)</u>, <u>ContentControl.OnContentTemplateSelectorChanged(DataTemplateSelector, DataTemplateSelector)</u>, ContentControl.Content, ContentControl.ContentStringFormat, ContentControl.ContentTemplate, ContentControl.ContentTemplateSelector, ContentControl.HasContent, Control.BackgroundProperty, Control.BorderBrushProperty, Control.BorderThicknessProperty, Control.FontFamilyProperty, Control.FontSizeProperty, Control.FontStretchProperty, Control.FontStyleProperty, Control.FontWeightProperty, Control.ForegroundProperty, Control.HorizontalContentAlignmentProperty, Control.IsTabStopProperty, <u>Control.MouseDoubleClickEvent</u>, <u>Control.PaddingProperty</u>, <u>Control.PreviewMouseDoubleClickEvent</u>, Control.TabIndexProperty, Control.TemplateProperty, Control.VerticalContentAlignmentProperty, Control.OnMouseDoubleClick(MouseButtonEventArgs), Control.OnPreviewMouseDoubleClick(MouseButtonEventArgs), Control.OnTemplateChanged(ControlTemplate, ControlTemplate), Control.ToString(), Control.Background, Control.BorderBrush, Control.BorderThickness, Control.FontFamily, Control.FontSize, Control.FontStretch, Control.FontStyle, Control.FontWeight, Control.Foreground, <u>Control.HandlesScrolling</u>, <u>Control.HorizontalContentAlignment</u>, <u>Control.IsTabStop</u>, <u>Control.Padding</u>, <u>Control.TabIndex</u>, <u>Control.Template</u>, <u>Control.VerticalContentAlignment</u>, <u>Control.MouseDoubleClick</u>, Control.PreviewMouseDoubleClick, FrameworkElement.ActualHeightProperty, <u>FrameworkElement.ActualWidthProperty</u>, <u>FrameworkElement.BindingGroupProperty</u>, FrameworkElement.ContextMenuClosingEvent, FrameworkElement.ContextMenuOpeningEvent, <u>FrameworkElement.ContextMenuProperty</u>, <u>FrameworkElement.CursorProperty</u>, <u>FrameworkElement.DataContextProperty</u>, <u>FrameworkElement.DefaultStyleKeyProperty</u>, <u>FrameworkElement.FlowDirectionProperty</u>, <u>FrameworkElement.FocusVisualStyleProperty</u>, <u>FrameworkElement.ForceCursorProperty</u>, <u>FrameworkElement.HeightProperty</u>, <u>FrameworkElement.HorizontalAlignmentProperty</u>, <u>FrameworkElement.InputScopeProperty</u>, <u>FrameworkElement.LanguageProperty</u>, <u>FrameworkElement.LayoutTransformProperty</u>, <u>FrameworkElement.LoadedEvent</u>, <u>FrameworkElement.MarginProperty</u>, <u>FrameworkElement.MaxHeightProperty</u>, <u>FrameworkElement.MaxWidthProperty</u>, <u>FrameworkElement.MinHeightProperty</u>, <u>FrameworkElement.MinWidthProperty</u>, <u>FrameworkElement.NameProperty</u>, <u>FrameworkElement.OverridesDefaultStyleProperty</u>, <u>FrameworkElement.RequestBringIntoViewEvent</u>, <u>FrameworkElement.SizeChangedEvent</u>, <u>FrameworkElement.StyleProperty</u>, <u>FrameworkElement.TagProperty</u>, <u>FrameworkElement.ToolTipClosingEvent</u>, <u>FrameworkElement.ToolTipOpeningEvent</u>, <u>FrameworkElement.ToolTipProperty</u>, <u>FrameworkElement.UnloadedEvent</u>, <u>FrameworkElement.UseLayoutRoundingProperty</u>, <u>FrameworkElement.VerticalAlignmentProperty</u>, <u>FrameworkElement.WidthProperty</u>, <u>FrameworkElement.AddLogicalChild(object)</u>, <u>FrameworkElement.ApplyTemplate()</u>, <u>FrameworkElement.ArrangeCore(Rect)</u>, <u>FrameworkElement.BeginInit()</u>, <u>FrameworkElement.BeginStoryboard(Storyboard)</u>, FrameworkElement.BeginStoryboard(Storyboard, HandoffBehavior), <u>FrameworkElement.BeginStoryboard(Storyboard, HandoffBehavior, bool)</u>,

Class MainWindow

03/11/2023 19:17 <u>FrameworkElement.BringIntoView()</u>, <u>FrameworkElement.BringIntoView(Rect)</u>, <u>FrameworkElement.EndInit()</u>, <u>FrameworkElement.FindName(string)</u>, FrameworkElement.FindResource(object), <u>FrameworkElement.GetBindingExpression(DependencyProperty)</u>, <u>FrameworkElement.GetFlowDirection(DependencyObject)</u>, <u>FrameworkElement.GetLayoutClip(Size)</u>, <u>FrameworkElement.GetTemplateChild(string)</u>, <u>FrameworkElement.GetUIParentCore()</u>, <u>FrameworkElement.GetVisualChild(int)</u>, <u>FrameworkElement.MeasureCore(Size)</u>, <u>FrameworkElement.MoveFocus(TraversalRequest)</u>, <u>FrameworkElement.OnApplyTemplate()</u>, <u>FrameworkElement.OnContextMenuClosing(ContextMenuEventArgs)</u>, <u>FrameworkElement.OnContextMenuOpening(ContextMenuEventArgs)</u>, <u>FrameworkElement.OnGotFocus(RoutedEventArgs)</u>, <u>FrameworkElement.OnInitialized(EventArgs)</u>, <u>FrameworkElement.OnPropertyChanged(DependencyPropertyChangedEventArgs)</u>, <u>FrameworkElement.OnRenderSizeChanged(SizeChangedInfo)</u>, <u>FrameworkElement.OnStyleChanged(Style, Style)</u>, <u>FrameworkElement.OnToolTipClosing(ToolTipEventArgs)</u>, <u>FrameworkElement.OnToolTipOpening(ToolTipEventArgs)</u>, <u>FrameworkElement.ParentLayoutInvalidated(UIElement)</u>, <u>FrameworkElement.PredictFocus(FocusNavigationDirection)</u>, <u>FrameworkElement.RegisterName(string, object)</u>, <u>FrameworkElement.RemoveLogicalChild(object)</u>, <u>FrameworkElement.SetBinding(DependencyProperty, string)</u>, <u>FrameworkElement.SetBinding(DependencyProperty, BindingBase)</u>, <u>FrameworkElement.SetFlowDirection(DependencyObject, FlowDirection)</u>, FrameworkElement.SetResourceReference(DependencyProperty, object), <u>FrameworkElement.TryFindResource(object)</u>, <u>FrameworkElement.UnregisterName(string)</u>, <u>FrameworkElement.UpdateDefaultStyle()</u>, <u>FrameworkElement.ActualHeight</u>, <u>FrameworkElement.ActualWidth</u>, <u>FrameworkElement.BindingGroup</u>, <u>FrameworkElement.ContextMenu</u>, <u>FrameworkElement.Cursor</u>, <u>FrameworkElement.DataContext</u>, <u>FrameworkElement.DefaultStyleKey</u>, <u>FrameworkElement.FlowDirection</u>, <u>FrameworkElement.FocusVisualStyle</u>, <u>FrameworkElement.ForceCursor</u>, <u>FrameworkElement.Height</u>, <u>FrameworkElement.HorizontalAlignment</u>, <u>FrameworkElement.InheritanceBehavior</u>, <u>FrameworkElement.InputScope</u>, <u>FrameworkElement.IsInitialized</u>, <u>FrameworkElement.IsLoaded</u>, <u>FrameworkElement.Language</u>, <u>FrameworkElement.LayoutTransform</u>, <u>FrameworkElement.Margin</u>, <u>FrameworkElement.MaxHeight</u>, <u>FrameworkElement.MaxWidth</u>, <u>FrameworkElement.MinHeight</u>, <u>FrameworkElement.MinWidth</u>, <u>FrameworkElement.Name</u>, <u>FrameworkElement.OverridesDefaultStyle</u>, <u>FrameworkElement.Parent</u>, <u>FrameworkElement.Resources</u>, <u>FrameworkElement.Style</u>, <u>FrameworkElement.Tag</u>, <u>FrameworkElement.TemplatedParent</u>, <u>FrameworkElement.ToolTip</u>, FrameworkElement.Triggers, FrameworkElement.UseLayoutRounding, <u>FrameworkElement.VerticalAlignment</u>, <u>FrameworkElement.VisualChildrenCount</u>, <u>FrameworkElement.Width</u>, <u>FrameworkElement.ContextMenuClosing</u>, <u>FrameworkElement.ContextMenuOpening</u>, <u>FrameworkElement.DataContextChanged</u>, FrameworkElement.Initialized, FrameworkElement.Loaded, FrameworkElement.RequestBringIntoView, FrameworkElement.SizeChanged,

<u>FrameworkElement.SourceUpdated</u>, <u>FrameworkElement.TargetUpdated</u>,

<u>FrameworkElement.ToolTipClosing</u>, <u>FrameworkElement.ToolTipOpening</u>,

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<u>FrameworkElement.Unloaded</u>, <u>UIElement.AllowDropProperty</u>,
UIElement.AreAnyTouchesCapturedProperty, UIElement.AreAnyTouchesCapturedWithinProperty,
<u>UIElement.AreAnyTouchesDirectlyOverProperty</u>, <u>UIElement.AreAnyTouchesOverProperty</u>,
<u>UIElement.BitmapEffectInputProperty</u>, <u>UIElement.BitmapEffectProperty</u>,
UIElement.CacheModeProperty, UIElement.ClipProperty, UIElement.ClipToBoundsProperty,
<u>UIElement.DragEnterEvent</u>, <u>UIElement.DragLeaveEvent</u>, <u>UIElement.DragOverEvent</u>,
UIElement.DropEvent, UIElement.EffectProperty, UIElement.FocusableProperty,
UIElement.GiveFeedbackEvent, UIElement.GotFocusEvent, UIElement.GotKeyboardFocusEvent,
<u>UIElement.GotMouseCaptureEvent</u>, <u>UIElement.GotStylusCaptureEvent</u>,
UIElement.GotTouchCaptureEvent, UIElement.IsEnabledProperty, UIElement.IsFocusedProperty,
<u>UIElement.IsHitTestVisibleProperty</u>, <u>UIElement.IsKeyboardFocusedProperty</u>,
<u>UIElement.IsKeyboardFocusWithinProperty</u>, <u>UIElement.IsManipulationEnabledProperty</u>,
<u>UIElement.IsMouseCapturedProperty</u>, <u>UIElement.IsMouseCaptureWithinProperty</u>,
<u>UIElement.IsMouseDirectlyOverProperty</u>, <u>UIElement.IsMouseOverProperty</u>,
<u>UIElement.IsStylusCapturedProperty</u>, <u>UIElement.IsStylusCaptureWithinProperty</u>,
<u>UIElement.IsStylusDirectlyOverProperty</u>, <u>UIElement.IsStylusOverProperty</u>,
<u>UIElement.IsVisibleProperty</u>, <u>UIElement.KeyDownEvent</u>, <u>UIElement.KeyUpEvent</u>,
<u>UIElement.LostFocusEvent</u>, <u>UIElement.LostKeyboardFocusEvent</u>, <u>UIElement.LostMouseCaptureEvent</u>,
<u>UIElement.LostStylusCaptureEvent</u>, <u>UIElement.LostTouchCaptureEvent</u>,
<u>UIElement.ManipulationBoundaryFeedbackEvent</u>, <u>UIElement.ManipulationCompletedEvent</u>,
<u>UIElement.ManipulationDeltaEvent</u>, <u>UIElement.ManipulationInertiaStartingEvent</u>,
UIElement.ManipulationStartedEvent, UIElement.ManipulationStartingEvent,
<u>UIElement.MouseDownEvent</u>, <u>UIElement.MouseEnterEvent</u>, <u>UIElement.MouseLeaveEvent</u>,
<u>UIElement.MouseLeftButtonDownEvent</u>, <u>UIElement.MouseLeftButtonUpEvent</u>,
<u>UIElement.MouseMoveEvent</u>, <u>UIElement.MouseRightButtonDownEvent</u>,
<u>UIElement.MouseRightButtonUpEvent</u>, <u>UIElement.MouseUpEvent</u>, <u>UIElement.MouseWheelEvent</u>,
<u>UIElement.OpacityMaskProperty</u>, <u>UIElement.OpacityProperty</u>, <u>UIElement.PreviewDragEnterEvent</u>,
<u>UIElement.PreviewDragLeaveEvent</u>, <u>UIElement.PreviewDragOverEvent</u>, <u>UIElement.PreviewDropEvent</u>,
<u>UIElement.PreviewGiveFeedbackEvent</u>, <u>UIElement.PreviewGotKeyboardFocusEvent</u>,
<u>UIElement.PreviewKeyDownEvent</u>, <u>UIElement.PreviewKeyUpEvent</u>,
<u>UIElement.PreviewLostKeyboardFocusEvent</u>, <u>UIElement.PreviewMouseDownEvent</u>,
<u>UIElement.PreviewMouseLeftButtonDownEvent</u>, <u>UIElement.PreviewMouseLeftButtonUpEvent</u>,
<u>UIElement.PreviewMouseMoveEvent</u>, <u>UIElement.PreviewMouseRightButtonDownEvent</u>,
<u>UIElement.PreviewMouseRightButtonUpEvent</u>, <u>UIElement.PreviewMouseUpEvent</u>,
<u>UIElement.PreviewMouseWheelEvent</u>, <u>UIElement.PreviewQueryContinueDragEvent</u>,
<u>UIElement.PreviewStylusButtonDownEvent</u>, <u>UIElement.PreviewStylusButtonUpEvent</u>,
<u>UIElement.PreviewStylusDownEvent</u>, <u>UIElement.PreviewStylusInAirMoveEvent</u>,
<u>UIElement.PreviewStylusInRangeEvent</u>, <u>UIElement.PreviewStylusMoveEvent</u>,
<u>UIElement.PreviewStylusOutOfRangeEvent</u>, <u>UIElement.PreviewStylusSystemGestureEvent</u>,
<u>UIElement.PreviewStylusUpEvent</u>, <u>UIElement.PreviewTextInputEvent</u>,
<u>UIElement.PreviewTouchDownEvent</u>, <u>UIElement.PreviewTouchMoveEvent</u>,
<u>UIElement.PreviewTouchUpEvent</u>, <u>UIElement.QueryContinueDragEvent</u>,
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<u>UIElement.QueryCursorEvent</u>, <u>UIElement.RenderTransformOriginProperty</u>,
<u>UIElement.RenderTransformProperty</u>, <u>UIElement.SnapsToDevicePixelsProperty</u>,
<u>UIElement.StylusButtonDownEvent</u>, <u>UIElement.StylusButtonUpEvent</u>, <u>UIElement.StylusDownEvent</u>,
<u>UIElement.StylusEnterEvent</u>, <u>UIElement.StylusInAirMoveEvent</u>, <u>UIElement.StylusInRangeEvent</u>,
<u>UIElement.StylusLeaveEvent</u>, <u>UIElement.StylusMoveEvent</u>, <u>UIElement.StylusOutOfRangeEvent</u>,
UIElement.StylusSystemGestureEvent, UIElement.StylusUpEvent, UIElement.TextInputEvent,
<u>UIElement.TouchDownEvent</u>, <u>UIElement.TouchEnterEvent</u>, <u>UIElement.TouchLeaveEvent</u>,
UIElement.TouchMoveEvent, UIElement.TouchUpEvent, UIElement.UidProperty,
UIElement. Visibility Property, UIElement. Add Handler (Routed Event, Delegate),
<u>UIElement.AddHandler(RoutedEvent, Delegate, bool)</u>,
UIElement.AddToEventRoute(EventRoute, RoutedEventArgs),
<u>UIElement.ApplyAnimationClock(DependencyProperty, AnimationClock)</u>,
<u>UIElement.ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)</u>,
<u>UIElement.Arrange(Rect)</u>, <u>UIElement.BeginAnimation(DependencyProperty, AnimationTimeline)</u>,
<u>UIElement.BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)</u>,
<u>UIElement.CaptureMouse()</u>, <u>UIElement.CaptureStylus()</u>, <u>UIElement.CaptureTouch(TouchDevice)</u>,
<u>UIElement.Focus()</u>, <u>UIElement.GetAnimationBaseValue(DependencyProperty)</u>,
<u>UIElement.HitTestCore(GeometryHitTestParameters)</u>, <u>UIElement.HitTestCore(PointHitTestParameters)</u>,
<u>UIElement.InputHitTest(Point)</u>, <u>UIElement.InvalidateArrange()</u>, <u>UIElement.InvalidateMeasure()</u>,
<u>UIElement.InvalidateVisual()</u>, <u>UIElement.Measure(Size)</u>,
<u>UIElement.OnAccessKey(AccessKeyEventArgs)</u>, <u>UIElement.OnChildDesiredSizeChanged(UIElement)</u>,
<u>UIElement.OnDragEnter(DragEventArgs)</u>, <u>UIElement.OnDragLeave(DragEventArgs)</u>,
UIElement.OnDragOver(DragEventArgs), UIElement.OnDrop(DragEventArgs),
<u>UIElement.OnGiveFeedback(GiveFeedbackEventArgs)</u>,
<u>UIElement.OnGotKeyboardFocus(KeyboardFocusChangedEventArgs)</u>,
<u>UIElement.OnGotMouseCapture(MouseEventArgs)</u>, <u>UIElement.OnGotStylusCapture(StylusEventArgs)</u>,
<u>UIElement.OnGotTouchCapture(TouchEventArgs)</u>,
<u>UIElement.OnlsKeyboardFocusedChanged(DependencyPropertyChangedEventArgs)</u>,
UIElement.OnlsKeyboardFocusWithinChanged(DependencyPropertyChangedEventArgs),
\underline{UIElement.OnlsMouseCapturedChanged(DependencyPropertyChangedEventArgs)}\ ,
<u>UIElement.OnlsMouseCaptureWithinChanged(DependencyPropertyChangedEventArgs)</u>,
<u>UIElement.OnlsMouseDirectlyOverChanged(DependencyPropertyChangedEventArgs)</u>,
<u>UIElement.OnlsStylusCapturedChanged(DependencyPropertyChangedEventArgs)</u>,
<u>UIElement.OnlsStylusCaptureWithinChanged(DependencyPropertyChangedEventArgs)</u>,
<u>UIElement.OnlsStylusDirectlyOverChanged(DependencyPropertyChangedEventArgs)</u>,
<u>UIElement.OnKeyDown(KeyEventArgs)</u>, <u>UIElement.OnKeyUp(KeyEventArgs)</u>,
<u>UIElement.OnLostFocus(RoutedEventArgs)</u>,
<u>UIElement.OnLostKeyboardFocus(KeyboardFocusChangedEventArgs)</u>,
<u>UIElement.OnLostMouseCapture(MouseEventArgs)</u>,
<u>UIElement.OnLostStylusCapture(StylusEventArgs)</u>, <u>UIElement.OnLostTouchCapture(TouchEventArgs)</u>,
<u>UIElement.OnManipulationCompleted(ManipulationCompletedEventArgs)</u>,
<u>UIElement.OnManipulationDelta(ManipulationDeltaEventArgs)</u>,
<u>UIElement.OnManipulationInertiaStarting(ManipulationInertiaStartingEventArgs)</u>,
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<u>UIElement.OnManipulationStarted(ManipulationStartedEventArgs)</u>, <u>UIElement.OnManipulationStarting(ManipulationStartingEventArgs)</u>, <u>UIElement.OnMouseDown(MouseButtonEventArgs)</u>, <u>UIElement.OnMouseEnter(MouseEventArgs)</u>, <u>UIElement.OnMouseLeave(MouseEventArgs)</u>, <u>UIElement.OnMouseLeftButtonDown(MouseButtonEventArgs)</u>, <u>UIElement.OnMouseLeftButtonUp(MouseButtonEventArgs)</u>, <u>UIElement.OnMouseMove(MouseEventArgs)</u>, <u>UIElement.OnMouseRightButtonDown(MouseButtonEventArgs)</u>, <u>UIElement.OnMouseRightButtonUp(MouseButtonEventArgs)</u>, <u>UIElement.OnMouseUp(MouseButtonEventArgs)</u>, <u>UIElement.OnMouseWheel(MouseWheelEventArgs)</u>, <u>UIElement.OnPreviewDragEnter(DragEventArgs)</u>, <u>UIElement.OnPreviewDragLeave(DragEventArgs)</u>, <u>UIElement.OnPreviewDragOver(DragEventArgs)</u>, <u>UIElement.OnPreviewDrop(DragEventArgs)</u>, <u>UIElement.OnPreviewGiveFeedback(GiveFeedbackEventArgs)</u>, <u>UIElement.OnPreviewGotKeyboardFocus(KeyboardFocusChangedEventArgs)</u>, <u>UIElement.OnPreviewKeyDown(KeyEventArgs)</u>, <u>UIElement.OnPreviewKeyUp(KeyEventArgs)</u>, <u>UIElement.OnPreviewLostKeyboardFocus(KeyboardFocusChangedEventArgs)</u>, <u>UIElement.OnPreviewMouseDown(MouseButtonEventArgs)</u>, <u>UIElement.OnPreviewMouseLeftButtonDown(MouseButtonEventArgs)</u>, <u>UIElement.OnPreviewMouseLeftButtonUp(MouseButtonEventArgs)</u>, <u>UIElement.OnPreviewMouseMove(MouseEventArgs)</u>, <u>UIElement.OnPreviewMouseRightButtonDown(MouseButtonEventArgs)</u>, UIElement.OnPreviewMouseRightButtonUp(MouseButtonEventArgs), <u>UIElement.OnPreviewMouseUp(MouseButtonEventArgs)</u>, <u>UIElement.OnPreviewMouseWheel(MouseWheelEventArgs)</u>, <u>UIElement.OnPreviewQueryContinueDrag(QueryContinueDragEventArgs)</u>, <u>UIElement.OnPreviewStylusButtonDown(StylusButtonEventArgs)</u>, <u>UIElement.OnPreviewStylusButtonUp(StylusButtonEventArgs)</u>, <u>UIElement.OnPreviewStylusDown(StylusDownEventArgs)</u>, <u>UIElement.OnPreviewStylusInAirMove(StylusEventArgs)</u>, <u>UIElement.OnPreviewStylusInRange(StylusEventArgs)</u>, <u>UIElement.OnPreviewStylusMove(StylusEventArgs)</u>, <u>UIElement.OnPreviewStylusOutOfRange(StylusEventArgs)</u>, <u>UIElement.OnPreviewStylusSystemGesture(StylusSystemGestureEventArgs)</u>, <u>UIElement.OnPreviewStylusUp(StylusEventArgs)</u>, <u>UIElement.OnPreviewTextInput(TextCompositionEventArgs)</u>, <u>UIElement.OnPreviewTouchDown(TouchEventArgs)</u>, <u>UIElement.OnPreviewTouchMove(TouchEventArgs)</u>, <u>UIElement.OnPreviewTouchUp(TouchEventArgs)</u>, <u>UIElement.OnQueryContinueDrag(QueryContinueDragEventArgs)</u>, <u>UIElement.OnQueryCursor(QueryCursorEventArgs)</u>, <u>UIElement.OnRender(DrawingContext)</u>, <u>UIElement.OnStylusButtonDown(StylusButtonEventArgs)</u>,  $\underline{UIElement.OnStylusButtonUp(StylusButtonEventArgs)}\ ,$ <u>UIElement.OnStylusDown(StylusDownEventArgs)</u>, <u>UIElement.OnStylusEnter(StylusEventArgs)</u>,

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<u>UIElement.OnStylusInAirMove(StylusEventArgs)</u>, <u>UIElement.OnStylusInRange(StylusEventArgs)</u>,
<u>UIElement.OnStylusLeave(StylusEventArgs)</u>, <u>UIElement.OnStylusMove(StylusEventArgs)</u>,
UIElement.OnStylusOutOfRange(StylusEventArgs),
<u>UIElement.OnStylusSystemGesture(StylusSystemGestureEventArgs)</u>,
<u>UIElement.OnStylusUp(StylusEventArgs)</u>, <u>UIElement.OnTextInput(TextCompositionEventArgs)</u>,
<u>UIElement.OnTouchDown(TouchEventArgs)</u>, <u>UIElement.OnTouchEnter(TouchEventArgs)</u>,
<u>UIElement.OnTouchLeave(TouchEventArgs)</u>, <u>UIElement.OnTouchMove(TouchEventArgs)</u>,
<u>UIElement.OnTouchUp(TouchEventArgs)</u>, <u>UIElement.RaiseEvent(RoutedEventArgs)</u>,
UIElement.ReleaseAllTouchCaptures(), UIElement.ReleaseMouseCapture(),
<u>UIElement.ReleaseStylusCapture()</u>, <u>UIElement.ReleaseTouchCapture(TouchDevice)</u>,
<u>UIElement.RemoveHandler(RoutedEvent, Delegate)</u>, <u>UIElement.TranslatePoint(Point, UIElement)</u>,
<u>UIElement.UpdateLayout()</u>, <u>UIElement.AllowDrop</u>, <u>UIElement.AreAnyTouchesCaptured</u>,
<u>UIElement.AreAnyTouchesCapturedWithin</u>, <u>UIElement.AreAnyTouchesDirectlyOver</u>,
<u>UIElement.AreAnyTouchesOver</u>, <u>UIElement.BitmapEffect</u>, <u>UIElement.BitmapEffectInput</u>,
<u>UIElement.CacheMode</u>, <u>UIElement.Clip</u>, <u>UIElement.ClipToBounds</u>, <u>UIElement.CommandBindings</u>,
<u>UIElement.DesiredSize</u>, <u>UIElement.Effect</u>, <u>UIElement.Focusable</u>, <u>UIElement.HasAnimatedProperties</u>,
<u>UIElement.HasEffectiveKeyboardFocus</u>, <u>UIElement.InputBindings</u>, <u>UIElement.IsArrangeValid</u>,
<u>UIElement.IsEnabled</u>, <u>UIElement.IsEnabledCore</u>, <u>UIElement.IsFocused</u>, <u>UIElement.IsHitTestVisible</u>,
<u>UIElement.IsInputMethodEnabled</u>, <u>UIElement.IsKeyboardFocused</u>,
<u>UIElement.IsKeyboardFocusWithin</u>, <u>UIElement.IsManipulationEnabled</u>, <u>UIElement.IsMeasureValid</u>,
<u>UIElement.IsMouseCaptured</u>, <u>UIElement.IsMouseCaptureWithin</u>, <u>UIElement.IsMouseDirectlyOver</u>,
<u>UIElement.IsMouseOver</u>, <u>UIElement.IsStylusCaptured</u>, <u>UIElement.IsStylusCaptureWithin</u>,
UIElement.IsStylusDirectlyOver, UIElement.IsStylusOver, UIElement.IsVisible, UIElement.Opacity,
<u>UIElement.OpacityMask</u>, <u>UIElement.PersistId</u>, <u>UIElement.RenderSize</u>, <u>UIElement.RenderTransform</u>,
<u>UIElement.RenderTransformOrigin</u>, <u>UIElement.SnapsToDevicePixels</u>, <u>UIElement.StylusPlugIns</u>,
<u>UIElement.TouchesCaptured</u>, <u>UIElement.TouchesCapturedWithin</u>, <u>UIElement.TouchesDirectlyOver</u>,
<u>UIElement.TouchesOver</u>, <u>UIElement.Uid</u>, <u>UIElement.Visibility</u>, <u>UIElement.DragEnter</u>,
<u>UIElement.DragLeave</u>, <u>UIElement.DragOver</u>, <u>UIElement.Drop</u>, <u>UIElement.FocusableChanged</u>,
<u>UIElement.GiveFeedback</u>, <u>UIElement.GotFocus</u>, <u>UIElement.GotKeyboardFocus</u>,
<u>UIElement.GotMouseCapture</u>, <u>UIElement.GotStylusCapture</u>, <u>UIElement.GotTouchCapture</u>,
<u>UIElement.IsEnabledChanged</u>, <u>UIElement.IsHitTestVisibleChanged</u>,
<u>UIElement.IsKeyboardFocusedChanged</u>, <u>UIElement.IsKeyboardFocusWithinChanged</u>,
<u>UIElement.IsMouseCapturedChanged</u>, <u>UIElement.IsMouseCaptureWithinChanged</u>,
<u>UIElement.IsMouseDirectlyOverChanged</u>, <u>UIElement.IsStylusCapturedChanged</u>,
<u>UIElement.IsStylusCaptureWithinChanged</u>, <u>UIElement.IsStylusDirectlyOverChanged</u>,
<u>UIElement.IsVisibleChanged</u>, <u>UIElement.KeyDown</u>, <u>UIElement.KeyUp</u>, <u>UIElement.LayoutUpdated</u>,
<u>UIElement.LostFocus</u>, <u>UIElement.LostKeyboardFocus</u>, <u>UIElement.LostMouseCapture</u>,
<u>UIElement.LostStylusCapture</u>, <u>UIElement.LostTouchCapture</u>,
<u>UIElement.ManipulationBoundaryFeedback</u>, <u>UIElement.ManipulationCompleted</u>,
<u>UIElement.ManipulationDelta</u>, <u>UIElement.ManipulationInertiaStarting</u>,
<u>UIElement.ManipulationStarted</u>, <u>UIElement.ManipulationStarting</u>, <u>UIElement.MouseDown</u>,
<u>UIElement.MouseEnter</u>, <u>UIElement.MouseLeave</u>, <u>UIElement.MouseLeftButtonDown</u>,
<u>UIElement.MouseLeftButtonUp</u>, <u>UIElement.MouseMove</u>, <u>UIElement.MouseRightButtonDown</u>,
```

<u>UIElement.MouseRightButtonUp</u>, <u>UIElement.MouseUp</u>, <u>UIElement.MouseWheel</u>, <u>UIElement.PreviewDragEnter</u>, <u>UIElement.PreviewDragLeave</u>, <u>UIElement.PreviewDragOver</u>, UIElement.PreviewDrop, UIElement.PreviewGiveFeedback, UIElement.PreviewGotKeyboardFocus, <u>UIElement.PreviewKeyDown</u>, <u>UIElement.PreviewKeyUp</u>, <u>UIElement.PreviewLostKeyboardFocus</u>, UIElement.PreviewMouseDown, UIElement.PreviewMouseLeftButtonDown, UIElement.PreviewMouseLeftButtonUp, UIElement.PreviewMouseMove, <u>UIElement.PreviewMouseRightButtonDown</u>, <u>UIElement.PreviewMouseRightButtonUp</u>, UIElement.PreviewMouseUp, UIElement.PreviewMouseWheel, UIElement.PreviewQueryContinueDrag, UIElement.PreviewStylusButtonDown, <u>UIElement.PreviewStylusButtonUp</u>, <u>UIElement.PreviewStylusDown</u>, UIElement.PreviewStylusInAirMove, UIElement.PreviewStylusInRange, UIElement.PreviewStylusMove, UIElement.PreviewStylusOutOfRange, UIElement.PreviewStylusSystemGesture, <u>UIElement.PreviewStylusUp</u>, <u>UIElement.PreviewTextInput</u>, <u>UIElement.PreviewTouchDown</u>, UIElement.PreviewTouchMove, UIElement.PreviewTouchUp, UIElement.QueryContinueDrag, UIElement.QueryCursor, UIElement.StylusButtonDown, UIElement.StylusButtonUp, <u>UIElement.StylusDown</u>, <u>UIElement.StylusEnter</u>, <u>UIElement.StylusInAirMove</u>, <u>UIElement.StylusInRange</u>, <u>UIElement.StylusLeave</u>, <u>UIElement.StylusMove</u>, <u>UIElement.StylusOutOfRange</u>, <u>UIElement.StylusSystemGesture</u>, <u>UIElement.StylusUp</u>, <u>UIElement.TouchDown</u>, <u>UIElement.TouchEnter</u>, <u>UIElement.TouchLeave</u>, <u>UIElement.TouchMove</u>, <u>UIElement.TouchUp</u>, <u>Visual.AddVisualChild(Visual)</u>, <u>Visual.FindCommonVisualAncestor(DependencyObject)</u>, <u>Visual.IsAncestorOf(DependencyObject)</u>, <u>Visual.IsDescendantOf(DependencyObject)</u>, <u>Visual.PointFromScreen(Point)</u>, Visual.PointToScreen(Point), Visual.RemoveVisualChild(Visual), <u>Visual.TransformToAncestor(Visual3D)</u>, <u>Visual.TransformToAncestor(Visual)</u>, <u>Visual.TransformToDescendant(Visual)</u>, <u>Visual.TransformToVisual(Visual)</u>, <u>Visual.VisualBitmapEffect</u>, <u>Visual.VisualBitmapEffectInput</u>, <u>Visual.VisualBitmapScalingMode</u>, <u>Visual.VisualCacheMode</u>, <u>Visual.VisualClearTypeHint</u>, <u>Visual.VisualClip</u>, <u>Visual.VisualEdgeMode</u>, <u>Visual.VisualEffect</u>, Visual. Visual Offset, Visual. Visual Opacity, Visual. Visual Opacity Mask, Visual. Visual Parent, <u>Visual.VisualScrollableAreaClip</u>, <u>Visual.VisualTextHintingMode</u>, <u>Visual.VisualTextRenderingMode</u>, <u>Visual.VisualTransform</u>, <u>Visual.VisualXSnappingGuidelines</u>, <u>Visual.VisualYSnappingGuidelines</u>, <u>DependencyObject.ClearValue(DependencyProperty)</u>, <u>DependencyObject.ClearValue(DependencyPropertyKey)</u>, <u>DependencyObject.CoerceValue(DependencyProperty)</u>, <u>DependencyObject.Equals(object)</u>, <u>DependencyObject.GetHashCode()</u>, <u>DependencyObject.GetLocalValueEnumerator()</u>, <u>DependencyObject.GetValue(DependencyProperty)</u>, <u>DependencyObject.InvalidateProperty(DependencyProperty)</u>, <u>DependencyObject.ReadLocalValue(DependencyProperty)</u>, <u>DependencyObject.SetCurrentValue(DependencyProperty, object)</u>, <u>DependencyObject.SetValue(DependencyProperty, object)</u>, <u>DependencyObject.SetValue(DependencyPropertyKey, object)</u>, <u>DependencyObject.ShouldSerializeProperty(DependencyProperty)</u>, <u>DependencyObject.DependencyObject.IsSealed</u>,

<u>DispatcherObject.Dispatcher</u>, <u>object.Equals(object, object)</u>, <u>object.GetType()</u>, <u>object.MemberwiseClone()</u>, <u>object.ReferenceEquals(object, object)</u>

## **Constructors**

## MainWindow()

Constructeur de la classe MainWindow, initialise la fenêtre.

public MainWindow()

## **Methods**

# CheckIntersections(List<BulletPair>, List<AlienBulletPair>, List<AlienPair>, Player)

Permet de géré le comportement du jeu en cas d'intersection

public bool CheckIntersections(List<MainWindow.BulletPair> bullets, List<MainWindow.AlienBulletPair> alienBullets, List<MainWindow.AlienPair> aliens, Player player)

#### **Parameters**

bullets <u>List<MainWindow.BulletPair</u>>

Liste des liason entre les bullets graphique et logique

alienBullets <u>List<MainWindow.AlienBulletPair></u>

Liste des liason entre les alienBullets graphique et logique

aliens <u>List<MainWindow.AlienPair></u>

Liste des liason entre les aliens graphique et logique

player Player

Player

Returns

bool

Retourne si la pertie est fini

## IsAnIntersection(int, int, int, int, int, int, int)

```
Méthode vérifian si il y a une colision entre 2 rectangle
```

```
public static bool IsAnIntersection(int X1, int Y1, int W1, int H1, int X2, int Y2, int
W2, int H2)
```

#### **Parameters**

```
X1 int
```

Position en X du rectangle n°1 (coin supérieur gauche)

Y1 int

Position en Y du rectangle n°1 (coin supérieur gauche)

W1 int

Largeur du rectangle n°1 (rectangle, vers la droite de posY)

H1 int

Hauteur du rectangle n°1 (rectangle, vers le bas de posX)

X2 int

Position en X du rectangle n°2 (coin supérieur gauche)

Y2 int

Position en Y du rectangle n°2 (coin supérieur gauche)

W2 int

Largeur du rectangle n°2 (rectangle, vers la droite de posY)

H2 int

Hauteur du rectangle n°2 (rectangle, vers le bas de posX)

## Returns

bool

# ScreenUpdate()

Actualise les information présente au dessu de l'espace de jeu

public void ScreenUpdate()

## checkGameOver()

Verifie si la partie est perdu

public void checkGameOver()

## createAlien(int)

méthode créant les alien logique

public void createAlien(int ALIENNUMBER)

## **Parameters**

#### ALIENNUMBER int

Nombre d'alien que l'on veut crée

# drawAlien(Alien, Rectangle)

méthode permetant d'actualiser un alien graphique

public void drawAlien(Alien alien, Rectangle newAlien)

## **Parameters**

alien Alien

alien logique

```
newAlien Rectangle
```

alien graphique

# drawAlienBullet(Bullet, Rectangle)

méthode permetant d'actualiser un alienBullet graphique

public void drawAlienBullet(Bullet alienBullet, Rectangle newAlienBullet)

## **Parameters**

```
alienBullet Bullet
```

alienBullet logique

newAlienBullet Rectangle

alienBullet graphique

## increasAlienSpeed(int, List<AlienPair>)

Augmente le speed des alien

public void increasAlienSpeed(int speed, List<MainWindow.AlienPair> aliens)

## **Parameters**

#### speed int

speed actuel

aliens <u>List<MainWindow.AlienPair></u>

liste des alien logique et graphique

## makeAlien(Alien)

Crée les alien graphique

public void makeAlien(Alien alien)

## **Parameters**

alien Alien

alien logique

# makeAlienBullet(Bullet)

Ccrée les alien graphique

public void makeAlienBullet(Bullet alienBullet)

## **Parameters**

alienBullet Bullet

alienBullet logique

# progressiveDifficulty()

Augmente la dificulter

public void progressiveDifficulty()

## showGameOver()

Ouvre la page Game Over

public void showGameOver()

# updateAlien(Alien, Rectangle)

Actualise un alien

public void updateAlien(Alien alien, Rectangle newAlien)

## **Parameters**

```
alien Alien
```

alien logique

## newAlien Rectangle

alien graphique

# updateAlienBullet(Bullet, Rectangle)

Actualise un alienBullet

public void updateAlienBullet(Bullet alienBullet, Rectangle newAlienBullet)

## **Parameters**

```
alienBullet Bullet
```

alienBullet logique

#### newAlienBullet Rectangle

alienBullet graphique

# updateAlienBullets()

Actualise tout les alienBullets

public void updateAlienBullets()

# updateAliens()

Actualise tout les aliens

public void updateAliens()