Class highScore.ScoreData

Namespace: [Space_Invader_WPF](#)

Assembly: Space_Invader_WPF.dll

Classe pour stocker les données des scores.

```
public class highScore.ScoreData
```

Inheritance

[object](#) ← highScore.ScoreData

Inherited Members

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

Properties

Place

```
public int Place { get; set; }
```

Property Value

[int](#)

Pseudo

```
public string Pseudo { get; set; }
```

Property Value

[string](#)

Score

```
public int Score { get; set; }
```

Property Value

[int](int)

file:///C:/Users/lucas/OneDrive/Documents/GitHub/SpaceInvader/docfx_project/_site/api/Space_Invader_WPF.highScore.ScoreData.html

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