

Class MainWindow.BulletPair

Namespace: [Space Invader WPF](#)

Assembly: Space_Invader_WPF.dll

List qui contien l'assotiation des bullet graphique et logique

```
public class MainWindow.BulletPair
```

Inheritance

[object](#) ← MainWindow.BulletPair

Inherited Members

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

Properties

Bullet

```
public Bullet Bullet { get; set; }
```

Property Value

[Bullet](#)

NewBullet

```
public Rectangle NewBullet { get; set; }
```

Property Value

[Rectangle](#)