Class GameOverWin

Namespace: <u>SpicyInvadersWPF</u>
Assembly: SpicyInvadersWPF.dll

Interaction logic for GameOverWin.xaml

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

Inheritance

```
<u>object</u> ♂ ← <u>DispatcherObject</u> ♂ ← <u>DependencyObject</u> ♂ ← <u>Visual</u> ♂ ← <u>UIElement</u> ♂ ← 
FrameworkElement ♂ ← Control ♂ ← ContentControl ♂ ← Window ♂ ← GameOverWin
```

Implements

<u>IAnimatable</u> ☑, <u>ISupportInitialize</u> ☑, <u>IFrameworkInputElement</u> ☑, <u>IInputElement</u> ☑, <u>IQueryAmbient</u> ☑, <u>IAddChild</u> ☑

Inherited Members

```
Window.AllowsTransparencyProperty degree , Window.DpiChangedEvent degree , Window.IconProperty degree ,
Window.IsActiveProperty 

✓ , Window.LeftProperty 

✓ , Window.ResizeModeProperty 

✓ ,
<u>Window.ShowActivatedProperty</u> ✓ , <u>Window.ShowInTaskbarProperty</u> ✓ ,
Window.SizeToContentProperty ✓, Window.TaskbarItemInfoProperty ✓, Window.TitleProperty ✓,
Window.TopmostProperty degree , Window.TopProperty degree , Window.WindowStateProperty degree degree , Window.WindowStateProperty degree , Window.WindowStateProperty degree de degree degree degree degree degree de degree degree degree de degree de degree de degree degree de degree d
Window.WindowStyleProperty 

✓ , Window.Activate() 

✓ , Window.ArrangeOverride(Size) 

✓ ,
<u>Window.Close()</u> ¬ <u>Window.DragMove()</u> ¬ , <u>Window.GetWindow(DependencyObject)</u> ¬ ,
Window.Hide() □ , Window.MeasureOverride(Size) □ , Window.OnActivated(EventArgs) □ ,
<u>Window.OnClosed(EventArgs)</u> ✓ , <u>Window.OnClosing(CancelEventArgs)</u> ✓ ,
Window.OnContentChanged(object, object) ♂, Window.OnContentRendered(EventArgs) ♂,
Window.OnCreateAutomationPeer() ☑ , Window.OnDeactivated(EventArgs) ☑ ,
<u>Window.OnDpiChanged(DpiScale, DpiScale)</u> ✓, <u>Window.OnLocationChanged(EventArgs)</u> ✓,
\underline{Window.OnManipulationBoundaryFeedback(ManipulationBoundaryFeedbackEventArgs)} \square \ ,
Window.OnSourceInitialized(EventArgs) ☑, Window.OnStateChanged(EventArgs) ☑,
Window.OnVisualChildrenChanged(DependencyObject, DependencyObject) □ ,
Window.OnVisualParentChanged(DependencyObject) □ , Window.Show() □ , Window.ShowDialog() □ ,
<u>Window.AllowsTransparency</u> ✓ , <u>Window.DialogResult</u> ✓ , <u>Window.Icon</u> ✓ , <u>Window.IsActive</u> ✓ ,
Window.Left down, Window.LogicalChildren down, Window.OwnedWindows down, Window.Owner down, Window.OwnedWindows down, Window.OwnedWindow.
Window.ResizeMode ☑, Window.RestoreBounds ☑, Window.ShowActivated ☑,
<u>Window.ShowInTaskbar</u> ♂, <u>Window.SizeToContent</u> ♂, <u>Window.TaskbarItemInfo</u> ♂, <u>Window.Title</u> ♂,
Window.Top

☐ , Window.Topmost

☐ , Window.WindowStartupLocation

☐ , Window.WindowState

☐ ,
Window.WindowStyle down, Window.Activated down, Window.Closed down, Window.Closing down, Win
```

```
Window.LocationChanged ☑, Window.SourceInitialized ☑, Window.StateChanged ☑,
ContentControl.ContentProperty de , ContentControl.ContentStringFormatProperty de ,
ContentControl.ContentTemplateProperty 

∠ , ContentControl.ContentTemplateSelectorProperty 

∠ , ContentControl.ContentControl.ContentTemplateSelectorProperty 

∠ , ContentControl.ContentControl.ContentTemplateSelectorProperty 

∠ , ContentControl.ContentControl.ContentControl.ContentControl.ContentControl.ContentControl.ContentControl.ContentControl.ContentControl.ContentControl.ContentControl.ContentControl.ContentControl.ContentControl.ContentControl.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Control.Co
ContentControl.HasContentProperty , ContentControl.AddChild(object) ,
ContentControl.AddText(string) □, ContentControl.OnContentStringFormatChanged(string, string) □,
ContentControl.OnContentTemplateChanged(DataTemplate, DataTemplate) ☑,
ContentControl.OnContentTemplateSelectorChanged(DataTemplateSelector, DataTemplateSelector) ☑
ContentControl.Content ☑, ContentControl.ContentStringFormat ☑,
\underline{ContentControl.ContentTemplate} \, \underline{ \square} \, \, , \, \underline{ContentControl.ContentTemplateSelector} \, \underline{ \square} \, , \, \underline{ContentControl.ContentSelector} \, \underline{ \square} \, , \, \underline{ContentControl.ContentSelector} \, \underline{ \square} \, , \, \underline{ \square} \, 
ContentControl.HasContent ☑, Control.BackgroundProperty ☑, Control.BorderBrushProperty ☑,
Control.BorderThicknessProperty 

∠, Control.FontFamilyProperty 

∠, Control.FontSizeProperty 

∠, Control.FontSizeProperty
Control.FontStretchProperty derivative , Control.FontStyleProperty derivative , Control.FontWeightProperty derivative , Control.FontStyleProperty , Control.FontStyleProperty derivative , Control.FontStyleProperty
Control.ForegroundProperty de , Control.HorizontalContentAlignmentProperty de ,
Control.IsTabStopProperty de , Control.MouseDoubleClickEvent de , Control.PaddingProperty de ,
Control.PreviewMouseDoubleClickEvent ☑, Control.TabIndexProperty ☑, Control.TemplateProperty ☑,
Control. Vertical Content Alignment Property 7,
Control.OnMouseDoubleClick(MouseButtonEventArgs) ☑,
<u>Control.OnPreviewMouseDoubleClick(MouseButtonEventArgs)</u> □ ,
Control.OnTemplateChanged(ControlTemplate, ControlTemplate) 
☐, Control.ToString() ☐,
Control.Background ☑, Control.BorderBrush ☑, Control.BorderThickness ☑, Control.FontFamily ☑,
Control.FontSize dotd, Control.FontStretch dotd, Control.FontStyle dotd, Control.FontWeight dotd,
Control.Foreground ☑, Control.HandlesScrolling ☑, Control.HorizontalContentAlignment ☑,
Control.IsTabStop ☑, Control.Padding ☑, Control.TabIndex ☑, Control.Template ☑,
Control.VerticalContentAlignment ☑, Control.MouseDoubleClick ☑,
Control.PreviewMouseDoubleClick , FrameworkElement.ActualHeightProperty ,
<u>FrameworkElement.ActualWidthProperty</u> ♂, <u>FrameworkElement.BindingGroupProperty</u> ♂,
<u>FrameworkElement.ContextMenuClosingEvent</u> , <u>FrameworkElement.ContextMenuOpeningEvent</u> ,
<u>FrameworkElement.ContextMenuProperty</u> , <u>FrameworkElement.CursorProperty</u> ,
<u>FrameworkElement.DataContextProperty</u> , <u>FrameworkElement.DefaultStyleKeyProperty</u> ,
FrameworkElement.FlowDirectionProperty , FrameworkElement.FocusVisualStyleProperty ,
<u>FrameworkElement.ForceCursorProperty</u> , <u>FrameworkElement.HeightProperty</u> ,
<u>FrameworkElement.HorizontalAlignmentProperty</u> , <u>FrameworkElement.InputScopeProperty</u> ,
<u>FrameworkElement.LanguageProperty</u> ♂, <u>FrameworkElement.LayoutTransformProperty</u> ♂,
FrameworkElement.LoadedEvent d, FrameworkElement.MarginProperty d,
<u>FrameworkElement.MaxHeightProperty</u> , <u>FrameworkElement.MaxWidthProperty</u>, ,
FrameworkElement.MinHeightProperty, , FrameworkElement.MinWidthProperty, ,
<u>FrameworkElement.NameProperty</u> , <u>FrameworkElement.OverridesDefaultStyleProperty</u> ,
<u>FrameworkElement.RequestBringIntoViewEvent</u> ✓, <u>FrameworkElement.SizeChangedEvent</u> ✓,
FrameworkElement.StyleProperty, , FrameworkElement.TagProperty, ,
<u>FrameworkElement.ToolTipClosingEvent</u> , <u>FrameworkElement.ToolTipOpeningEvent</u> ,
<u>FrameworkElement.ToolTipProperty</u>, <u>FrameworkElement.UnloadedEvent</u>,
<u>FrameworkElement.UseLayoutRoundingProperty</u> , <u>FrameworkElement.VerticalAlignmentProperty</u> ,
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FrameworkElement.WidthProperty, , FrameworkElement.AddLogicalChild(object), ,
FrameworkElement.ApplyTemplate() , FrameworkElement.ArrangeCore(Rect) ,
FrameworkElement.BeginInit() , FrameworkElement.BeginStoryboard(Storyboard) ,
<u>FrameworkElement.BeginStoryboard(Storyboard, HandoffBehavior)</u> ,
FrameworkElement.BeginStoryboard(Storyboard, HandoffBehavior, bool) ,
<u>FrameworkElement.EndInit()</u> □ , <u>FrameworkElement.FindName(string)</u> □ ,
FrameworkElement.FindResource(object) ,
<u>FrameworkElement.GetBindingExpression(DependencyProperty)</u> \( \mathref{J} \),
FrameworkElement.GetFlowDirection(DependencyObject) ,
<u>FrameworkElement.GetLayoutClip(Size)</u> , <u>FrameworkElement.GetTemplateChild(string)</u>  ,
FrameworkElement.GetUIParentCore() , FrameworkElement.GetVisualChild(int) , ,
FrameworkElement.MeasureCore(Size) , FrameworkElement.MoveFocus(TraversalRequest) , ,
FrameworkElement.OnApplyTemplate() □ ,
<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> \( \textit{\rm} \) ,
FrameworkElement.OnRenderSizeChanged(SizeChangedInfo) d,
FrameworkElement.OnStyleChanged(Style, Style) ,
FrameworkElement.OnToolTipClosing(ToolTipEventArgs) ,
FrameworkElement.OnToolTipOpening(ToolTipEventArgs) ,
FrameworkElement.ParentLayoutInvalidated(UIElement) ,
<u>FrameworkElement.PredictFocus(FocusNavigationDirection)</u> ,
FrameworkElement.RemoveLogicalChild(object) ,
<u>FrameworkElement.SetBinding(DependencyProperty, string)</u> \( \text{\overline} \) ,
FrameworkElement.SetBinding(DependencyProperty, BindingBase) ,
<u>FrameworkElement.SetFlowDirection(DependencyObject, FlowDirection)</u> ,
FrameworkElement.SetResourceReference(DependencyProperty, object) ...,
<u>FrameworkElement.TryFindResource(object)</u> 

✓ , <u>FrameworkElement.UnregisterName(string)</u> 

✓ ,
FrameworkElement.UpdateDefaultStyle() , FrameworkElement.ActualHeight ,
FrameworkElement.ActualWidthd, FrameworkElement.BindingGroupd,
FrameworkElement.ContextMenu down, FrameworkElement.Cursor down, 
FrameworkElement.DataContext ☑, FrameworkElement.DefaultStyleKey ☑,
FrameworkElement.FlowDirection 7, FrameworkElement.FocusVisualStyle 7,
FrameworkElement.ForceCursor ♂, FrameworkElement.Height ♂,
<u>FrameworkElement.HorizontalAlignment</u> , <u>FrameworkElement.InheritanceBehavior</u> ,
<u>FrameworkElement.InputScope</u> ✓, <u>FrameworkElement.IsInitialized</u> ✓, <u>FrameworkElement.IsLoaded</u> ✓,
FrameworkElement.Language 7, FrameworkElement.LayoutTransform 7,
FrameworkElement.MaxGin , FrameworkElement.MaxHeight , FrameworkElement.MaxWidth ,
FrameworkElement.MinHeight , FrameworkElement.MinWidth , FrameworkElement.Name ,
<u>FrameworkElement.OverridesDefaultStyle</u> ✓, <u>FrameworkElement.Parent</u> ✓,
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<u>FrameworkElement.Resources</u> ♂, <u>FrameworkElement.Style</u> ♂, <u>FrameworkElement.Tag</u> ♂,
<u>FrameworkElement.TemplatedParent</u> , <u>FrameworkElement.ToolTip</u> , <u>FrameworkElement.Triggers</u> ,
FrameworkElement.UseLayoutRounding , FrameworkElement.VerticalAlignment ,
FrameworkElement.VisualChildrenCount darker, FrameworkElement.Width darker, FrameworkElement
FrameworkElement.ContextMenuClosing , FrameworkElement.ContextMenuOpening ,
FrameworkElement.DataContextChanged , FrameworkElement.Initialized ,
FrameworkElement.Loaded ☑, FrameworkElement.RequestBringIntoView ☑,
FrameworkElement.SizeChanged , FrameworkElement.SourceUpdated ,
FrameworkElement.TargetUpdated 2, FrameworkElement.ToolTipClosing 2,
<u>FrameworkElement.ToolTipOpening</u> , <u>FrameworkElement.Unloaded</u> ,
<u>UIElement.AllowDropProperty</u> , <u>UIElement.AreAnyTouchesCapturedProperty</u> , ,
<u>UIElement.AreAnyTouchesDirectlyOverProperty</u> , <u>UIElement.AreAnyTouchesOverProperty</u> ,
<u>UIElement.BitmapEffectInputProperty</u> , <u>UIElement.BitmapEffectProperty</u> ,
<u>UIElement.CacheModeProperty</u> , <u>UIElement.ClipProperty</u>, <u>UIElement.ClipToBoundsProperty</u>,
<u>UIElement.DropEvent</u> , <u>UIElement.EffectProperty</u> , <u>UIElement.FocusableProperty</u> ,
<u>UIElement.GiveFeedbackEvent</u> 

☑ , <u>UIElement.GotFocusEvent</u> 
☐ , <u>UIElement.GotKeyboardFocusEvent</u> 
☐ ,
<u>UIElement.GotMouseCaptureEvent</u> 

☑ , <u>UIElement.GotStylusCaptureEvent</u> 
☑ ,
<u>UIElement.GotTouchCaptureEvent</u> , <u>UIElement.IsEnabledProperty</u> ,
<u>UIElement.IsFocusedProperty</u> ✓, <u>UIElement.IsHitTestVisibleProperty</u> ✓,
<u>UIElement.IsKeyboardFocusedProperty</u> , <u>UIElement.IsKeyboardFocusWithinProperty</u>,
UIElement.IsManipulationEnabledProperty ☑, UIElement.IsMouseCapturedProperty ☑,
<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.LostTouchCaptureEvent</u> 

☑ , <u>UIElement.ManipulationBoundaryFeedbackEvent</u> 
☑ ,
<u>UIElement.ManipulationStartingEvent</u> , <u>UIElement.MouseDownEvent</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.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> ,
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<u>UIElement.PreviewMouseMoveEvent</u> 

∠ , <u>UIElement.PreviewMouseRightButtonDownEvent</u> 

∠ ,
UIElement.PreviewMouseRightButtonUpEvent □ , UIElement.PreviewMouseUpEvent □ ,
<u>UIElement.PreviewStylusButtonDownEvent</u> □ , <u>UIElement.PreviewStylusButtonUpEvent</u> □ ,
UIElement.PreviewStylusDownEvent ☑, UIElement.PreviewStylusInAirMoveEvent ☑,
<u>UIElement.PreviewStylusInRangeEvent</u> , <u>UIElement.PreviewStylusMoveEvent</u> ,
<u>UIElement.PreviewStylusOutOfRangeEvent</u> 

✓ , <u>UIElement.PreviewStylusSystemGestureEvent</u> 

✓ ,
UIElement.PreviewStylusUpEvent♂, UIElement.PreviewTextInputEvent♂,
<u>UIElement.PreviewTouchUpEvent</u> , <u>UIElement.QueryContinueDragEvent</u> ,
UIElement.QueryCursorEvent☑, UIElement.RenderTransformOriginProperty☑,
<u>UIElement.RenderTransformProperty</u> , <u>UIElement.SnapsToDevicePixelsProperty</u> ,
<u>UIElement.StylusButtonDownEvent</u> , <u>UIElement.StylusButtonUpEvent</u> ,
<u>UIElement.StylusDownEvent</u> downEvent down die vent di
<u>UIElement.StylusUpEvent</u> 

∠ , <u>UIElement.TextInputEvent</u> , <u>UIElement.TouchDownEvent</u> ,
<u>UIElement.TouchEnterEvent</u> ✓ , <u>UIElement.TouchLeaveEvent</u> ✓ , <u>UIElement.TouchMoveEvent</u> ✓ ,
<u>UIElement.TouchUpEvent</u> , <u>UIElement.UidProperty</u> , <u>UIElement.VisibilityProperty</u> ,
<u>UIElement.AddHandler(RoutedEvent, Delegate, bool)</u> dollar, d
UIElement.AddToEventRoute(EventRoute, RoutedEventArgs) ☑,
<u>UIElement.ApplyAnimationClock(DependencyProperty, AnimationClock)</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.HitTestCore(GeometryHitTestParameters)</u>  

✓ ,
<u>UIElement.HitTestCore(PointHitTestParameters)</u> , <u>UIElement.InputHitTest(Point)</u> ,
<u>UIElement.OnDragLeave(DragEventArgs)</u>  

☑ , <u>UIElement.OnDragOver(DragEventArgs)</u>  

☑ ,
<u>UIElement.OnGotKeyboardFocus(KeyboardFocusChangedEventArgs)</u> □ ,
<u>UIElement.OnGotTouchCapture(TouchEventArgs)</u> □ ,
<u>UIElement.OnlsKeyboardFocusedChanged(DependencyPropertyChangedEventArgs)</u> ,
<u>UIElement.OnlsKeyboardFocusWithinChanged(DependencyPropertyChangedEventArgs)</u> ,
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<u>UIElement.OnlsMouseCaptureWithinChanged(DependencyPropertyChangedEventArgs)</u> ,
<u>UIElement.OnlsMouseDirectlyOverChanged(DependencyPropertyChangedEventArgs)</u> ,
<u>UIElement.OnlsStylusCaptureWithinChanged(DependencyPropertyChangedEventArgs)</u> ,
<u>UIElement.OnIsStylusDirectlyOverChanged(DependencyPropertyChangedEventArgs)</u> ,
UIElement.OnKeyDown(KeyEventArgs) ☑, UIElement.OnKeyUp(KeyEventArgs) ☑,
<u>UIElement.OnLostFocus(RoutedEventArgs)</u>  

✓ ,
<u>UIElement.OnLostStylusCapture(StylusEventArgs)</u>  
□ ,
UIElement.OnLostTouchCapture(TouchEventArgs) ♂,
UIElement.OnManipulationCompleted(ManipulationCompletedEventArgs) ☑,
<u>UIElement.OnManipulationDelta(ManipulationDeltaEventArgs)</u> □ ,
<u>UIElement.OnManipulationInertiaStarting(ManipulationInertiaStartingEventArgs)</u> ,
UIElement.OnManipulationStarted(ManipulationStartedEventArgs) ☑ ,
<u>UIElement.OnManipulationStarting(ManipulationStartingEventArgs)</u> ,
UIElement.OnMouseDown(MouseButtonEventArgs) ♂,
<u>UIElement.OnMouseEnter(MouseEventArgs)</u>  

☑ , <u>UIElement.OnMouseLeave(MouseEventArgs)</u>  
☑ ,
\underline{\mathsf{UIElement}.\mathsf{OnMouseLeftButtonDown}(\mathsf{MouseButtonEventArgs})} \, \square \, \mathsf{,}
<u>UIElement.OnMouseMove(MouseEventArgs)</u>  

✓ ,
<u>UIElement.OnMouseRightButtonDown(MouseButtonEventArgs)</u> □ ,
UIElement.OnMouseRightButtonUp(MouseButtonEventArgs) ☑,
<u>UIElement.OnMouseUp(MouseButtonEventArgs)</u> ✓ ,
<u>UIElement.OnMouseWheel(MouseWheelEventArgs)</u> □ ,
<u>UIElement.OnPreviewDragEnter(DragEventArgs)</u> □ ,
<u>UIElement.OnPreviewGiveFeedback(GiveFeedbackEventArgs)</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> \( \text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\te}\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\texi}\text{\text{\text{\text{\text{\text{\text{\text{\text{\texicr{\texicr{\texi{\text{\texitt}\xin{\text{\text{\text{\text{\texi}\tiext{\texi}\text{\texit{\
<u>UIElement.OnPreviewMouseLeftButtonUp(MouseButtonEventArgs)</u> ,
<u>UIElement.OnPreviewMouseMove(MouseEventArgs)</u> □ ,
<u>UIElement.OnPreviewMouseRightButtonDown(MouseButtonEventArgs)</u> \( \text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\ti}\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\texi{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\texit{\text{\text{\text{\texi}\text{\texi{\texicr{\texi{\texi{\texi{\texi{\texi{\texi{\texi{\texi{\texi}\texi{\texi{\texi}\tict{\texi}\tex
<u>UIElement.OnPreviewMouseRightButtonUp(MouseButtonEventArgs)</u> ,
<u>UIElement.OnPreviewMouseUp(MouseButtonEventArgs)</u> □ ,
<u>UIElement.OnPreviewMouseWheel(MouseWheelEventArgs)</u> \( \textit{\textit{d}} \) ,
<u>UIElement.OnPreviewStylusButtonDown(StylusButtonEventArgs)</u> □ ,
<u>UIElement.OnPreviewStylusButtonUp(StylusButtonEventArgs)</u> □ ,
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<u>UIElement.OnPreviewStylusDown(StylusDownEventArgs)</u> □,
<u>UIElement.OnPreviewStylusInRange(StylusEventArgs)</u> □ ,
<u>UIElement.OnPreviewStylusMove(StylusEventArgs)</u> ✓ ,
UIElement.OnPreviewStylusSystemGesture(StylusSystemGestureEventArgs) ☑,
<u>UIElement.OnPreviewStylusUp(StylusEventArgs)</u>  

✓ ,
UIElement.OnPreviewTextInput(TextCompositionEventArgs) ♂,
UIElement.OnPreviewTouchDown(TouchEventArgs) ♂,
<u>UIElement.OnPreviewTouchMove(TouchEventArgs)</u> □ ,
UIElement.OnPreviewTouchUp(TouchEventArgs) ♂,
<u>UIElement.OnQueryCursor(QueryCursorEventArgs)</u> ∠ , <u>UIElement.OnRender(DrawingContext)</u> ∠ ,
<u>UIElement.OnStylusButtonUp(StylusButtonEventArgs)</u> □ ,
<u>UIElement.OnStylusDown(StylusDownEventArgs)</u> 

☑ , <u>UIElement.OnStylusEnter(StylusEventArgs)</u> 
☑ ,
<u>UIElement.OnStylusLeave(StylusEventArgs)</u> ✓ , <u>UIElement.OnStylusMove(StylusEventArgs)</u> ✓ ,
<u>UIElement.OnStylusOutOfRange(StylusEventArgs)</u>  

✓ ,
\underline{\mathsf{UIElement}.\mathsf{OnStylusUp}(\mathsf{StylusEventArgs})} \square \mathsf{'}, \underline{\mathsf{UIElement}.\mathsf{OnTextInput}(\mathsf{TextCompositionEventArgs})} \square \mathsf{'}, \underline{\mathsf{UIElement}.\mathsf{OnTextInput}(\mathsf{UExtCompositionEventArgs})} \square \mathsf{'}, \underline{\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement})} \square \mathsf{'}, \underline{\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIElement}.\mathsf{UIEl
<u>UIElement.OnTouchDown(TouchEventArgs)</u> , <u>UIElement.OnTouchEnter(TouchEventArgs)</u> ,
UIElement.OnTouchLeave(TouchEventArgs) ☑ , UIElement.OnTouchMove(TouchEventArgs) ☑ ,
<u>UIElement.OnTouchUp(TouchEventArgs)</u> , <u>UIElement.RaiseEvent(RoutedEventArgs)</u> ,
<u>UIElement.RemoveHandler(RoutedEvent, Delegate)</u> , <u>UIElement.TranslatePoint(Point, UIElement)</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.Clip</u> ToBounds ✓,
<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>JUIElement.IsManipulationEnabled</u> <u>JUIE</u> <u>J</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.IsStylusCaptured</u>
<u>UIElement.IsStylusCaptureWithin</u> <u>JUIElement.IsStylusDirectlyOver</u> <u>JUIElement.IsStylusOver</u> , <u>UIElement.IsStylusOver</u> ,
<u>UIElement.IsVisible</u> ✓, <u>UIElement.Opacity</u> ✓, <u>UIElement.OpacityMask</u> ✓, <u>UIElement.PersistId</u> ✓,
<u>UIElement.RenderSize</u> <u>'</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> do , <u>UIElement.Visibility</u> do , <u>UIElement.DragEnter</u> do , <u>UIElement.DragLeave</u> do ,
<u>UIElement.GiveFeedback</u> , <u>UIElement.GotFocus</u> , <u>UIElement.GotKeyboardFocus</u> ,
<u>UIElement.GotMouseCapture</u> ✓, <u>UIElement.GotStylusCapture</u> ✓, <u>UIElement.GotTouchCapture</u> ✓,
UIElement.IsEnabledChanged ☑, UIElement.IsHitTestVisibleChanged ☑,
<u>UIElement.IsMouseCapturedChanged</u> 

☑ , <u>UIElement.IsMouseCaptureWithinChanged</u> 

☑ ,
UIElement.lsMouseDirectlyOverChanged , UIElement.lsStylusCapturedChanged ,
<u>UIElement.IsStylusCaptureWithinChanged</u> 

☑ , <u>UIElement.IsStylusDirectlyOverChanged</u> 
☑ ,
UIElement.IsVisibleChanged ☑, UIElement.KeyDown ☑, UIElement.KeyUp ☑,
UIElement.LayoutUpdated ☑, UIElement.LostFocus ☑, UIElement.LostKeyboardFocus ☑,
<u>UIElement.LostMouseCapture</u> 

☑ , <u>UIElement.LostStylusCapture</u> 
☐ , <u>UIElement.LostTouchCapture</u> 
☐ ,
<u>UIElement.ManipulationDelta</u> ☑ , <u>UIElement.ManipulationInertiaStartin</u>q ☑ ,
<u>UIElement.ManipulationStarted</u> ✓, <u>UIElement.ManipulationStarting</u> ✓, <u>UIElement.MouseDown</u> ✓,
UIElement.MouseEnter♂, UIElement.MouseLeave♂, UIElement.MouseLeftButtonDown♂,
<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> , , <u>UIElement.PreviewDragOver</u> ,
<u>UIElement.PreviewDrop</u> ♂, <u>UIElement.PreviewGiveFeedback</u> ♂,
<u>UIElement.PreviewGotKeyboardFocus</u> , <u>UIElement.PreviewKeyDown</u> , <u>UIElement.PreviewKeyUp</u> ,
UIElement.PreviewLostKeyboardFocus ? , UIElement.PreviewMouseDown ? ,
<u>UIElement.PreviewMouseLeftButtonDown</u> , <u>UIElement.PreviewMouseLeftButtonUp</u> ,
<u>UIElement.PreviewMouseMove</u> ✓, <u>UIElement.PreviewMouseRightButtonDown</u> ✓,
<u>UIElement.PreviewMouseRightButtonUp</u> , <u>UIElement.PreviewMouseUp</u> ,
<u>UIElement.PreviewMouseWheel</u> □ , <u>UIElement.PreviewQueryContinueDrag</u> □ ,
<u>UIElement.PreviewStylusButtonDown</u> , <u>UIElement.PreviewStylusButtonUp</u> ,
UIElement.PreviewStylusDown , UIElement.PreviewStylusInAirMove ,
<u>UIElement.PreviewStylusInRange</u> , <u>UIElement.PreviewStylusMove</u>,
<u>UIElement.PreviewStylusOutOfRange</u>, <u>UIElement.PreviewStylusSystemGesture</u>,
<u>UIElement.PreviewStylusUp</u> ♂, <u>UIElement.PreviewTextInput</u> ♂, <u>UIElement.PreviewTouchDown</u> ♂,
<u>UIElement.PreviewTouchMove</u>, <u>UIElement.PreviewTouchUp</u>, <u>UIElement.QueryContinueDrag</u>,
<u>UIElement.QueryCursor</u> <u>JUElement.StylusButtonDown</u> <u>JUElement.StylusButtonUp</u> , <u>UIElement.StylusButtonUp</u> ,
<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.TextInput</u> description , <u>UIElement.TouchDown</u> description , <u>UIElement.TouchEnter</u> description , <u>UIElement.TouchLeave</u> description description , <u>UIElement.TouchEnter</u> description desc
<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) ,
```

Class GameOverWin

```
<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> degree , <u>Visual.VisualClearTypeHint</u> degree , <u>Visual.VisualClip</u> degree , <u></u>
<u>Visual.VisualEdgeMode</u> degree visual. <u>Visual.VisualOffset</u> degree visual. VisualOffset degree visual. VisualOffset degree visualOffset degree visual. VisualOffset degree visualOffset deg
Visual.VisualOpacityMask

, Visual.VisualParent

, Visual.VisualScrollableAreaClip

, Visual.VisualScrollableAreaClip
Visual.VisualTextHintingMode ☑, Visual.VisualTextRenderingMode ☑, Visual.VisualTransform ☑,
<u>Visual.VisualXSnappingGuidelines</u> delines de
<u>DependencyObject.ClearValue(DependencyProperty)</u> ,
<u>DependencyObject.CoerceValue(DependencyProperty)</u> ♂, <u>DependencyObject.Equals(object)</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.DependencyObjectType</u> 

✓ , <u>DependencyObject.IsSealed</u> 
✓ ,
<u>DispatcherObject.Dispatcher</u> double dispatcher double double double dispatcher double dou
object.MemberwiseClone() □ , object.ReferenceEquals(object, object) □
```

Constructors

GameOverWin(int, int)

```
public GameOverWin(int ennemisRestants, int finalScore)
```

Parameters

ennemisRestants <u>int</u>♂

finalScore int♂