

# Class PlayGround



Namespace: [Display](#)

Assembly: Display.dll

```
public class PlayGround
```



## Inheritance

[object](#) ← PlayGround

## Inherited Members

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

## Fields

### firstPartSong



```
public static SoundPlayer firstPartSong
```

#### Field Value

[SoundPlayer](#)

### lobbySong



```
public static SoundPlayer lobbySong
```

#### Field Value

[SoundPlayer](#)

### looseSong



```
public static SoundPlayer looseSong
```

Field Value

[SoundPlayer](#)

## secondPartSong

&lt;/&gt;

```
public static SoundPlayer secondPartSong
```

Field Value

[SoundPlayer](#)

## winSong

&lt;/&gt;

```
public static SoundPlayer winSong
```

Field Value

[SoundPlayer](#)

## Methods

### ChoseDefaultLanguage()

&lt;/&gt;

Va demander la langue par défaut

```
public static char ChoseDefaultLanguage()
```

Returns

[char](#)

un char qui prend comme valeur la première lettre de la langue

## ChosePlayerName(char)

&lt;/&gt;

Va demander le pseudo du joueur

```
public static string ChosePlayerName(char chrLanguage)
```

### Parameters

chrLanguage [char](#)

### Returns

[string](#)

un string qui va prendre la valeur du pseudo du joueur

## Init()

&lt;/&gt;

Initialiser d'espace jeu

```
public static void Init()
```

## ShowAmmo(Ammo)

&lt;/&gt;

Afficher les munitions

```
public static void ShowAmmo(Ammo ammo)
```

### Parameters

ammo [Ammo](#)

## ShowAmmoCount(char, Player)

&lt;/&gt;

Va afficher le nombre de munition

```
public static void ShowAmmoCount(char chrLanguage, Player player)
```

### Parameters

chrLanguage [char](#)

player [Player](#)

## ShowEnemy(Enemy)

&lt;/&gt;

Afficher les ennemies

```
public static void ShowEnemy(Enemy enemy)
```

Parameters

enemy [Enemy](#).

## ShowPlayer(Player)

&lt;/&gt;

Afficher le joueur

```
public static void ShowPlayer(Player player)
```

Parameters

player [Player](#)

## ShowPlayerScore(Player)

&lt;/&gt;

Va afficher le Score du joueur

```
public static void ShowPlayerScore(Player player)
```

Parameters

player [Player](#)