Class FrenchMenu   </>

Namespace: Display

Assembly: Display.dll

```
public class FrenchMenu
```

Inheritance

object ← FrenchMenu

Inherited Members

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

Fields

changeLanguage   </>

```
public bool changeLanguage
```

Field Value

bool

Methods

HighScore(Store)   </>

Afficher la page des records

```
public void HighScore(Store storeage)
```

Parameters

storeage Store

LoseMenu()   </>

Afficher la page de défaite

```
public void LoseMenu()
```

OptionMenu()   </>

Afficher la page des options

```
public void OptionMenu()
```

ShowMenu()   </>

Afficher le menu principal

```
public void ShowMenu()
```

WinMenu()   </>

Afficher la page de victoire

```
public void WinMenu()
```