

Class EnglishMenu

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Namespace: [Display](#)

Assembly: Display.dll

```
public class EnglishMenu
```

Inheritance

[object](#) ← EnglishMenu

Inherited Members

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

Fields

changeLanguage

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```
public bool changeLanguage
```

Field Value

[bool](#)

Methods

HighScore(Store)

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Affiche la page des records

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

Parameters

storeage [Store](#)

LoseMenu()

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Affiche la page de défaite

```
public void LoseMenu()
```

OptionsMenu()

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Afficher la page des options

```
public void OptionsMenu()
```

ShowMenu()

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Afficher le menu principal

```
public void ShowMenu()
```

WinMenu()

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Affiche la page de victoire

```
public void WinMenu()
```