

Class Ammo



Namespace: [Model](#)

Assembly: Model.dll

```
public class Ammo
```

Inheritance

[object](#) ← Ammo

Inherited Members

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

Constructors

Ammo(int, int, ConsoleColor)



Constructeur d'une munition

```
public Ammo(int xPos, int yPos, ConsoleColor color)
```

Parameters

xPos [int](#)

yPos [int](#)

color [ConsoleColor](#)

Fields

_color



```
public ConsoleColor _color
```

Field Value

[ConsoleColor](#)

Properties

Speed

</>

```
public int Speed { get; set; }
```

Property Value

[int](#)

XPos

</>

```
public int XPos { get; set; }
```

Property Value

[int](#)

YPos

</>

```
public int YPos { get; set; }
```

Property Value

[int](#)

Methods

UpdateAmmoY()

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Change la valeur de Y pour faire monter la munition

```
public void UpdateAmmoY()
```

