

Sprite.Move(double x, double y)

Equivalence Class	Description
EC_BOTH_NUMBERS	Both inputs are numbers
EC_ONE_NUMBER	One number, one other
EC_NO_NUMBER	Both not a number

Possible Values
Any number allowed as a double.
Any double, and any non-number such as a string.
Both inputs are a non-number, such as a string or array.

Sprite.Display(bool disp)

EC_BOOL	boolean value entered
EC_NON_BOOL	non-boolean value entered

true or false
Any other value other than true or false.

Sprite.MoveTo(double x, double y)

Equivalence Class	Description
EC_BOTH_NUMBERS	Both inputs are numbers
EC_ONE_NUMBER	One number, one other
EC_NO_NUMBER	Both not a number

Possible Values
Any number allowed as a double.
Any double, and any non-number such as a string.
Both inputs are a non-number, such as a string or array.

Sprite.MoveX(double x)

EC_NUMBER	Input is a number
EC_NON_NUMBER	input is anything else

Any number allowed as a double
String, Array, boolean value, etc.

Sprite.MoveY(double y)

EC_NUMBER	Input is a number
EC_NON_NUMBER	input is anything else

Any number allowed as a double
String, Array, boolean value, etc.

Sprite.SetRotation(float r)

EC_NUMBER	Input is a number
EC_NON_NUMBER	input is anything else

Any number allowed as a float
String, Array, boolean value, etc.

Sprite.Rotate(float r)

EC_NUMBER	Input is a number
EC_NON_NUMBER	input is anything else

Any number allowed as a float
String, Array, boolean value, etc.

Sprite.ScaleX(double scale)

EC_NUMBER	Input is a number
EC_NON_NUMBER	input is anything else

Any number allowed as a double
String, Array, boolean value, etc.

Sprite.ScaleY(double scale)

EC_NUMBER	Input is a number
EC_NON_NUMBER	input is anything else

Any number allowed as a double
String, Array, boolean value, etc.

Sprite.Scale(double scale)

EC_NUMBER	Input is a number
EC_NON_NUMBER	input is anything else

Any number allowed as a double
String, Array, boolean value, etc.

Sprite.SetAnchor(double anchor)

EC_NUMBER	Input is a number
EC_NON_NUMBER	input is anything else

Any number allowed as a double
String, Array, boolean value, etc.

Sprite.SetAnchorX(double anchor)

EC_NUMBER	Input is a number
EC_NON_NUMBER	input is anything else

Any number allowed as a double
String, Array, boolean value, etc.

Sprite.SetAnchorY(double anchor)

EC_NUMBER	Input is a number
EC_NON_NUMBER	input is anything else

Any number allowed as a double
String, Array, boolean value, etc.

Sprite.SetVelocityX(double x)

EC_NUMBER	Input is a number
EC_NON_NUMBER	input is anything else

Any number allowed as a double
String, Array, boolean value, etc.

Sprite.SetVelocityY(double y)

EC_NUMBER	Input is a number
EC_NON_NUMBER	input is anything else

Any number allowed as a double
String, Array, boolean value, etc.

Sprite.AddVelocityX(double x)

EC_NUMBER	Input is a number
EC_NON_NUMBER	input is anything else

Any number allowed as a double
String, Array, boolean value, etc.

Sprite.AddVelocityY(double y)

EC_NUMBER	Input is a number
EC_NON_NUMBER	input is anything else

Any number allowed as a double
String, Array, boolean value, etc.

Sprite.SetGravityX(double x)

EC_NUMBER	Input is a number
EC_NON_NUMBER	input is anything else

Any number allowed as a double
String, Array, boolean value, etc.

Sprite.SetGravityY(double y)

EC_NUMBER	Input is a number
EC_NON_NUMBER	input is anything else

Any number allowed as a double
String, Array, boolean value, etc.

Sprite.SetCollider(Physics.Collider collider)

EC_COLLIDER	Input is a collider of some sort
EC_NON_COLLIDER	Input is something else

EllipseCollider, PolygonCollider, RectangleCollider, or TriangleCollider
double, int, bool, string, array, etc.

Sprite.AddCollision(string collision)

EC_VALID_COLLISION	a valid string attached to a valid sprite
EC_NON_VALID_COLLISION	a valid string not attached to a sprite
EC_NON_STRING	anything else

string representing a sprite added to SpriteList
any other string
Any other object, such as a double, a Collider, or a bool

SImage(Game game, double x, double y, double w, double h, string image, int ix = 0, int iy = 0, int iw = 0, int ih = 0)

EC_GAME	game added to the sprite
EC_NON_GAME	non-game input into Game input
EC_CORRECT_POSITION	position of x, y, w, and h for the sprite to be
EC_NON_VALID_POSITION	incorrect values input into x, y, w, and h
EC_VALID_IMAGE_STRING	string input represents an actual image
EC_NON_VALID_IMAGE_STR	string input not representing an actual image
EC_BLANK_SUBIMAGE	not including a subimage modifier
EC_VALID_SUBIMAGE	values for all four: ix, iy, iw, ih
EC_NON_VALID_SUBIMAGE	non-valid values for any/all: ix, iy, iw, ih

The current Game object
Any other class, such as a double, bool, string, etc.
valid doubles
Any other object/class, such as a bool, string, array, etc.
string representing an image added to ContentManager
any other string
none
integer values only
Non integer value such as a double, string, bool, etc.

Rect(Game game, double x, double y, double w, double h, Color color, bool fill = true)

EC_GAME	game added to the sprite
EC_NON_GAME	non-game input into Game input
EC_CORRECT_POSITION	position of x, y, w, and h for the sprite to be
EC_NON_VALID_POSITION	incorrect values input into x, y, w, and h
EC_VALID_COLOR	color to be input into the class
EC_NON_VALID_COLOR	non-valid input for color
EC_EMPTY_FILL	not inputting for fill
EC_VALID_FILL	input for fill, whether or not to fill the shape
EC_NON_VALID_FILL	non-valid input for fill

The current Game object
Any other class, such as a double, bool, string, etc.
valid doubles
Any other object/class, such as a bool, string, array, etc.
Any valid member of the Color enum, such as Color.Red, etc.
Any other object/class, such as a bool, string, array, etc.
null
true, false
Any other object/class, such as a bool, string, array, etc.

public Ellipse(Game game, double x, double y, double w, double h, Color color, bool fill = true)

EC_GAME	game added to the sprite
EC_NON_GAME	non-game input into Game input
EC_CORRECT_POSITION	position of x, y, w, and h for the sprite to be
EC_NON_VALID_POSITION	incorrect values input into x, y, w, and h
EC_VALID_COLOR	color to be input into the class
EC_NON_VALID_COLOR	non-valid input for color
EC_EMPTY_FILL	not inputting for fill

The current Game object
Any other class, such as a double, bool, string, etc.
valid doubles
Any other object/class, such as a bool, string, array, etc.
Any valid member of the Color enum, such as Color.Red, etc.
Any other object/class, such as a bool, string, array, etc.
null

EC_VALID_FILL	input for fill, whether or not to fill the shape	true, false
EC_NON_VALID_FILL	non-valid input for fill	Any other object/class, such as a bool, string, array, etc.
public Line(Game game, Point p1, Point p2, Color color)		
EC_GAME	game added to the sprite	The current Game object
EC_NON_GAME	non-game input into Game input	Any other class, such as a double, bool, string, etc.
EC_VALID_POINTS	valid points added to line	two Point() objects, with ints as members
EC_NON_VALID_POINTS	non-valid points	Any other class, or non-valid constructor of a point class
EC_VALID_COLOR	color to be input into the class	Any valid member of the Color enum, such as Color.Red, etc.
EC_NON_VALID_COLOR	non-valid input for color	Any other object/class, such as a bool, string, array, etc.
public Line(Game game, int x1, int y1, int x2, int y2, Color color)		
EC_GAME	game added to the sprite	The current Game object
EC_NON_GAME	non-game input into Game input	Any other class, such as a double, bool, string, etc.
EC_VALID_POINTS	valid points added to line	Four integers representing two points on the gamespace
EC_NON_VALID_POINTS	non-valid points	Any other values, such as non-valid points or other classes
EC_VALID_COLOR	color to be input into the class	Any valid member of the Color enum, such as Color.Red, etc.
EC_NON_VALID_COLOR	non-valid input for color	Any other object/class, such as a bool, string, array, etc.