Class Vector   </>

Namespace: [Entity](#)

Assembly: Spicy_Invaders.dll

Vector Class for different x/y values using by all moveable entities.

```
public class Vector
```

Inheritance

[object](#) ← Vector

Inherited Members

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

Constructors

Vector()   </>

default constructor

```
public Vector()
```

Vector(int, int)   </>

constructor with x and y

```
public Vector(int x, int y)
```

Parameters

x [int](#)

y [int](#)

Properties

X

x value attribute

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

Property Value

[int](#)↗

Y

y value attribute

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

Property Value

[int](#)↗