

# Class Program

Namespace: [Spicy\\_Invaders](#)







Assembly: Spicy\_Invaders.dll

```
public class Program
```

## Inheritance

[object](#)  ← Program

## Inherited Members

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