Class Score

Namespace: [Model](#)

Assembly: Model.dll

```
public class Score
```

Inheritance

[object](#) ← Score

Inherited Members

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

Fields

score

```
public int score
```

Field Value

[int](#)

Methods

AddScore(int)

Adding 10 points in the score

```
public void AddScore(int wave_number)
```

Parameters

wave_number [int](#)

DisplayScore()

Displaying the score by going on the Display library

```
public void DisplayScore()
```

Displaying the score by going on the Display library

```
public void DisplayScore()
```