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)

Constructor of the ammo, we get the x and y coordinate

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

Parameters

x [int](#)

y [int](#)

Fields

hastouched

```
public bool hastouched
```

Field Value

[bool](#)

x_position

```
public int x_position
```

Field Value

[int ↗](#)

y_position

```
public int y_position
```

Field Value

[int ↗](#)

Methods

move()

Making the ammo move by going up

```
public void move()
```

show()

Display the ammo at the x and y coordinate

```
public void show()
```