Class Player

Namespace: Model

Assembly: Model.dll

```
public class Player
```

Inheritance

object⬈ ← Player

Inherited Members

object.Equals(object)⬈ , object.Equals(object, object)⬈ , object.GetHashCode()⬈ , object.GetType()⬈ ,
object.MemberwiseClone()⬈ , object.ReferenceEquals(object, object)⬈ , object.ToString()⬈

Fields

x_position

```
public int x_position
```

Field Value

[int](int)⬈

y_position

```
public int y_position
```

Field Value

[int](int)⬈

Methods

MovingLeft()

Making the ship moving to the left

```java
public void MovingLeft()
```

MovingRight()

Making the ship moving to the right

```java
public void MovingRight()
```

show()

Displaying the ship of the player

```java
public void show()
```