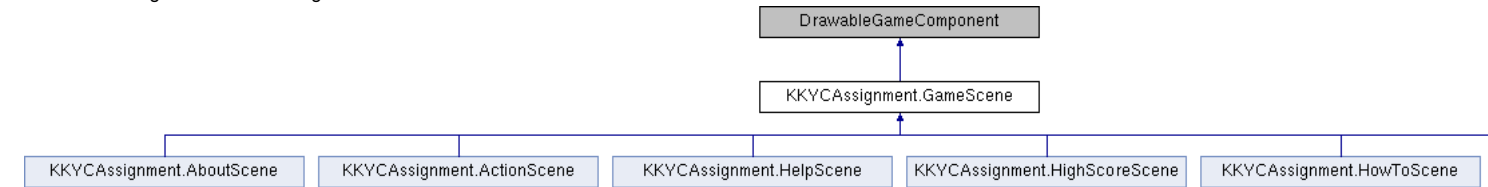# KKYCAssignment.GameScene Class Reference

This is a game component that inherited DrawableGameComponent. More...

Inheritance diagram for KKYCAssignment.GameScene:

Public Member Functions

virtual void	**show** ()	
	set show this scene More...	
virtual void	**hide** ()	
	set hide this scene More...	
	GameScene (Game game)	
	constructor of this class More...	
override void	**Initialize** ()	
	Allows the game component to perform any initialization it needs to before starting to run. This is where it can query for any required services and load content. More...	
override void	**Update** (GameTime gameTime)	
	Allows the game component to update itself. More...	
override void	**Draw** (GameTime gameTime)	
	Allows the game component to draw. More...	

Properties

List< GameComponent >	**Components** [get, set]	
	make and return the list include all components in this components More...	

Detailed Description

This is a game component that inherited DrawableGameComponent.

Constructor & Destructor Documentation

§ GameScene()

KKYCAssignment.GameScene.GameScene (Game game)

constructor of this class

Parameters

> **game** Provides basic graphics device initialization, game logic, and rendering code.

Member Function Documentation

§ Draw()

override void KKYCAssignment.GameScene.Draw (GameTime gameTime)

Allows the game component to draw.

Parameters

      gameTime Provides a snapshot of timing values.

§ hide()

virtual void KKYCAssignment.GameScene.hide ( )   `virtual`

set hide this scene

§ Initialize()

override void KKYCAssignment.GameScene.Initialize ( )

Allows the game component to perform any initialization it needs to before starting to run. This is where it can query for any required services and load content.

§ show()

virtual void KKYCAssignment.GameScene.show ( )   `virtual`

set show this scene

§ Update()

override void KKYCAssignment.GameScene.Update (GameTime gameTime)

Allows the game component to update itself.

Parameters

      gameTime Provides a snapshot of timing values.

Property Documentation

§ Components

List<GameComponent> KKYCAssignment.GameScene.Components   `get` `set`

make and return the list include all components in this components

The documentation for this class was generated from the following file:

- G:/CP_lv3/PROG2370_ProgOOG/last_assignment/KKYCAssignment/KKYCAssignment/KKYCAssignment/GameScene.cs

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