KKYCAssignment.LoadManager Class Reference
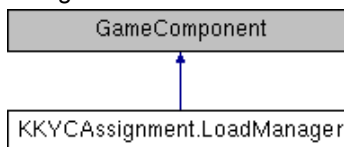
This is a game component that implements IUpdateable. More...

Inheritance diagram for KKYCAssignment.LoadManager:

```
                          ┌──────────────────────┐
                          │    GameComponent      │
                          └──────────────────────┘
                                     ▲
                                     │
                          ┌──────────────────────┐
                          │ KKYCAssignment.LoadManager │
                          └──────────────────────┘
```

Public Member Functions

	LoadManager (Game game, **Frog** myFrog, ArrayList flArr, SoundEffect soundEffect) main 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 to run logic such as updating the world, checking for collisions, gathering input, and playing audio. More...

Detailed Description

This is a game component that implements IUpdateable.

Constructor & Destructor Documentation

§ LoadManager()

KKYCAssignment.LoadManager.LoadManager (Game   game,
                                         Frog   myFrog,
                                         ArrayList   flArr,
                                         SoundEffect   soundEffect
)

main constructor of this class

Parameters

game	Provides basic graphics device initialization, game logic, and rendering code.
myFrog	the frog checking the loading
flArr	the floatings checking the loading
soundEffect	the loading sound

Member Function Documentation

§ Initialize()

override void KKYCAssignment.LoadManager.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.

§ Update()

override void KKYCAssignment.LoadManager.Update (GameTime gameTime)

Allows the game to run logic such as updating the world, checking for collisions, gathering input, and playing audio.

Parameters

> **gameTime** Provides a snapshot of timing values.

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

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

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