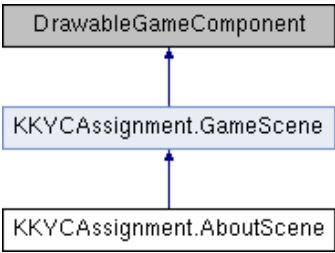


KKYCAssignment.AboutScene Class Reference

This is a game component that inherited **GameScene**. [More...](#)

Inheritance diagram for KKYCAssignment.AboutScene:



Public Member Functions

AboutScene (Game game, SpriteBatch spriteBatch)
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 component to update itself. [More...](#)
- override void **Draw** (GameTime gameTime)
Called when the DrawableGameComponent needs to be drawn. Override this method with component-specific drawing code [More...](#)

► **Public Member Functions inherited from KKYCAssignment.GameScene**

Additional Inherited Members

► **Properties inherited from KKYCAssignment.GameScene**

Detailed Description

This is a game component that inherited **GameScene**.

Constructor & Destructor Documentation

§ **AboutScene()**

```
KKYCAssignment.AboutScene.AboutScene ( Game      game,  
                                         SpriteBatch spriteBatch  
                                         )
```

main constructor of this class

Parameters

game Provides basic graphics device initialization, game logic, and rendering code.
spriteBatch Enables a group of sprites to be drawn using the same settings

Member Function Documentation

§ Draw()

```
override void KKYCAssignment.AboutScene.Draw ( gameTime gameTime )
```

Called when the DrawableGameComponent needs to be drawn. Override this method with component-specific drawing code

Parameters

gameTime Time passed since the last call to Draw.

§ Initialize()

```
override void KKYCAssignment.AboutScene.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.AboutScene.Update ( gameTime gameTime )
```

Allows the game component to update itself.

Parameters

gameTime Provides a snapshot of timing values.

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

- G:/CP_l3/PROG2370_ProgOOG/last_assignment/KKYCAssignment/KKYCAssignment/KKYCAssignment/AboutScene.cs

