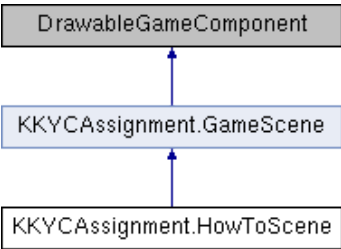


KKYCAssignment.HowToScene Class Reference

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

Inheritance diagram for KKYCAssignment.HowToScene:



Public Member Functions

	HowToScene (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

§ **HowToScene()**

```
KKYCAssignment.HowToScene.HowToScene ( 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
graphics to set basic graphic

Member Function Documentation

§ Draw()

```
override void KKYCAssignment.HowToScene.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.HowToScene.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.HowToScene.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_lv3/PROG2370_ProgOOG/last_assignment/KKYCAssignment/KKYCAssignment/KKYCAssignment/HowToScene.cs
-