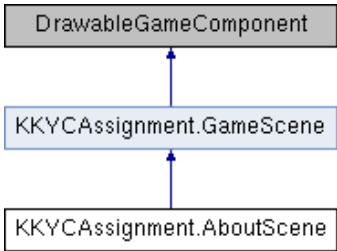


# KKYCAssignment.AboutScene Class Reference

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

Inheritance diagram for KKYCAssignment.AboutScene:



## Public Member Functions

|               |  |
|---------------|--|
|               | <b>AboutScene</b> (Game game, SpriteBatch spriteBatch)<br>main constructor of this class <a href="#">More...</a>   |
| override void | <b>Initialize</b> ()<br>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. <a href="#">More...</a> |
| override void | <b>Update</b> (GameTime gameTime)<br>Allows the game component to update itself. <a href="#">More...</a>   |
| override void | <b>Draw</b> (GameTime gameTime)<br>Called when the DrawableGameComponent needs to be drawn. Override this method with component-specific drawing code <a href="#">More...</a>                                      |

► **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

