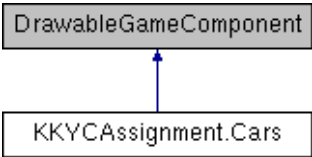# KKYCAssignment.Cars Class Reference

This is a game component that implements IUpdateable. More...

Inheritance diagram for KKYCAssignment.Cars:

Public Member Functions

	Cars (Game game, SpriteBatch spriteBatch, Texture2D catTex, int line, int speed, float space) 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...
void	**SetSpeed** (int speed) set this speed More...
Rectangle	**GetBounds** () get the boundary of this image More...

Detailed Description

This is a game component that implements IUpdateable.

Constructor & Destructor Documentation

§ Cars()

KKYCAssignment.Cars.Cars (Game   game,
                           SpriteBatch spriteBatch,
                           Texture2D   catTex,
                           int   line,
                           int   speed,
                           float   space
)

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

catTex   texture of various car image

line   the line which is this car located

speed   the speed of this car

space   the space between cars

Member Function Documentation

§ Draw()

override void KKYCAssignment.Cars.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.

§ GetBounds()

Rectangle KKYCAssignment.Cars.GetBounds ( )

get the boundary of this image

Returns

the boundary of this image

§ Initialize()

override void KKYCAssignment.Cars.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.

§ SetSpeed()

void KKYCAssignment.Cars.SetSpeed (int speed)

set this speed

Parameters

> **speed** its speed

§ Update()

override void KKYCAssignment.Cars.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/Cars.cs

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