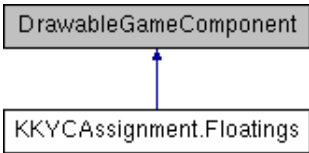


# KKYCAssignment.Floatings Class Reference

This is a game component that implements IUpdateable. [More...](#)

Inheritance diagram for KKYCAssignment.Floatings:



## Public Member Functions

**Floatings** (Game game, SpriteBatch spriteBatch, Texture2D floatingTex, int line, int speed, float space)  
main constructor of this class [More...](#)

override void	<b>Initialize</b> ()	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)	Allows the game component to update itself. <a href="#">More...</a>
override void	<b>Draw</b> (GameTime gameTime)	Called when the DrawableGameComponent needs to be drawn. Override this method with component-specific drawing code <a href="#">More...</a>
Rectangle	<b>GetBounds</b> ()	get the boundary of this image <a href="#">More...</a>
int	<b>GetSpeed</b> ()	get its speed <a href="#">More...</a>
void	<b>SetSpeed</b> (int speed)	set its speed <a href="#">More...</a>
int	<b>GetLine</b> ()	get this floatings y position <a href="#">More...</a>

## Detailed Description

This is a game component that implements IUpdateable.

## Constructor & Destructor Documentation

§

Floatings()

```
KKYCAssignment.Floatings.Floatings ( Game      game,  
                                       SpriteBatch spriteBatch,  
                                       Texture2D floatingTex,  
                                       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

**floatingTex** texture of floatings image

**line** the line which is this floatings located

**speed** the speed of this floatings

**space** the space between floatings

## Member Function Documentation

### § Draw()

override void KKYCAssignment.Floatings.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.Floatings.GetBounds ( )

get the boundary of this image

#### Returns

the boundary of this image

## § GetLine()

```
int KKYCAssignment.Floatings.GetLine ( )
```

get this floatings y position

### Returns

the line where this floating is located

## § GetSpeed()

```
int KKYCAssignment.Floatings.GetSpeed ( )
```

get its speed

### Returns

its speed

## § Initialize()

```
override void KKYCAssignment.Floatings.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.Floatings.SetSpeed ( int speed )
```

set its speed

### Parameters

**speed** the speed of this floating

## § Update()

```
override void KKYCAssignment.Floatings.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/Floatings.cs

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