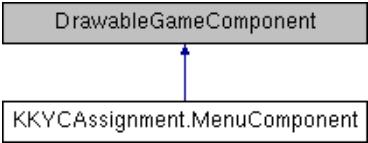


# KKYCAssignment.MenuComponent Class Reference

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

Inheritance diagram for KKYCAssignment.MenuComponent:



## Public Member Functions

**MenuComponent** (Game game, SpriteBatch spriteBatch, string[] menus)  
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...](#)

## Properties

int **SelectedIndex** [get, set]  
get and set the selected index of menu items [More...](#)

## Detailed Description

This is a game component that implements IUpdateable.

## Constructor & Destructor Documentation

§ MenuComponent()

```
KKYCAssignment.MenuComponent.MenuComponent ( Game      game,  
                                                SpriteBatch spriteBatch,  
                                                string []   menus  
                                                )
```

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

**menus** string array of its menus

## Member Function Documentation

### § Draw()

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

Allows the game component to update itself.

#### Parameters

**gameTime** Provides a snapshot of timing values.

## Property Documentation

## § SelectedIndex

int KKYCAssignment.MenuComponent.SelectedIndex

get set

get and set the selected index of menu items

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