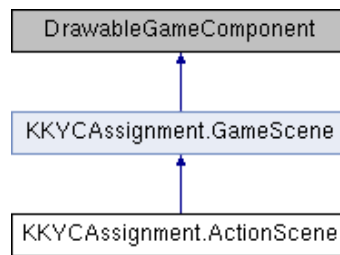


## KKYCAssignment.ActionScene Class Reference

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

Inheritance diagram for KKYCAssignment.ActionScene:



### Public Member Functions

**ActionScene** (Game game, SpriteBatch spriteBatch)  
main constructor of this class [More...](#)

void **AddLevel** ()  
make level up when it finishes to fill all slots [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...](#)

void **RemoveAllComponents** (int level)  
initialize all components with given level (finish level or new start) [More...](#)

void **ResetTimeLeft** ()  
reset the time of each stage [More...](#)

int **GetLeftTime** ()  
get the left time of this stage [More...](#)

void **RemoveAllComponents** ()  
initialize all components (new start) [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

### Static Public Attributes

static readonly int **UNIT** = 32

static int **CURRENT\_SCORE** = 0

static int **HIGH\_SCORE** = 0

static int **FROG\_LIVES** = 3

static bool [] **areLoaded** = new bool[5]

### Additional Inherited Members

## ► Properties inherited from KKYCAssignment.GameScene

## Detailed Description

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This is a game component that implements IUpdateable.

## Constructor & Destructor Documentation

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### § ActionScene()

```
KKYCAssignment.ActionScene.ActionScene ( 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

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### § AddLevel()

```
void KKYCAssignment.ActionScene.AddLevel ( )
```

make level up when it finishes to fill all slots

### § Draw()

```
override void KKYCAssignment.ActionScene.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.

## § GetLeftTime()

```
int KKYCAssignment.ActionScene.GetLeftTime ( )
```

get the left time of this stage

### Returns

## § Initialize()

```
override void KKYCAssignment.ActionScene.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.

## § RemoveAllComponents() [1/2]

```
void KKYCAssignment.ActionScene.RemoveAllComponents ( int level )
```

initialize all components with given level (finish level or new start)

### Parameters

**level** set this game level

## § RemoveAllComponents() [2/2]

```
void KKYCAssignment.ActionScene.RemoveAllComponents ( )
```

initialize all components (new start)

## § ResetTimeLeft()

```
void KKYCAssignment.ActionScene.ResetTimeLeft ( )
```

reset the time of each stage

## § Update()

```
override void KKYCAssignment.ActionScene.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:

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