Simplexity_Game Namespace

Simplexity Game for the Linguagens de Programação I class

▲ Classes

	Class	Description
4 ;	Board	Class that creates a board and places a piece in there
4 ;	GameLoop	Class that will serve as the Gameloop to run the game cycles and communicates between the needed classes
* \$	Interface	Class that renders the interface to the user such as the board and the respective messages or errors
* \$	Piece	Class that creates a piece
₽\$	Player	Class that creates the players and its pieces
43	Program	Class that contains the main method

Enumerations

	Enumeration	Description
	Color	Colors Used
1 ²¹	PlayerNumber	Player numbers
-P		



Board Class

Class that creates a board and places a piece in there

▲ Inheritance Hierarchy

SystemObject Simplexity_GameBoard

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#	VB	C++	F#	Сору
pub	lic	class	Board	

The Board type exposes the following members.

Constructors

	Name	Description
≕ ©	Board	Initializes a new instance of the Board class.

Тор

Properties

	Name	Description
*	BoardArray	Bi-dimensional array that will serve as a board

	Х	X of the array	
*	Y	Y of the array	

Тор

▲ Methods

	Name	Description
=∳	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
ġ ́ ₩	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
=0	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≓∳	GetType	Gets the Type of the current instance. (Inherited from Object.)
<u>ş</u>	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≡♥	PlacePiece	This method will try to place the piece on the given column and return true or false according to the

		possibilities
a¢	ToString	Returns a string that represents the current object. (Inherited from Object.)
Тор		
⊿ See /	Also	
Referer Simplexi	ורפ ty_Game Namespace	

Board Constructor

Initializes a new instance of the Board class.

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax



Board Properties

The Board type exposes the following members.

▲ Properties

	Name	Description
*	BoardArray	Bi-dimensional array that will serve as a board
	Х	X of the array
	Y	Y of the array

Тор

⊿ See Also

Reference Board Class Simplexity_Game Namespace

BoardBoardArray Property

Bi-dimensional array that will serve as a board

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

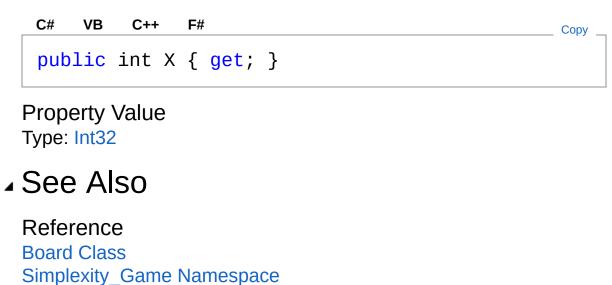


BoardX Property

X of the array

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

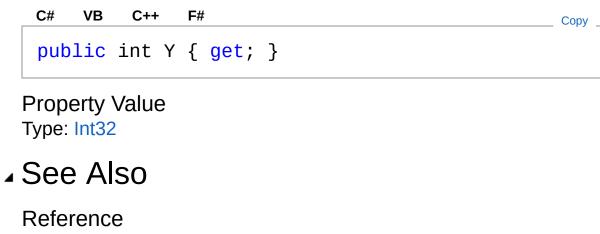


BoardY Property

Y of the array

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax



Reference Board Class Simplexity_Game Namespace

Board Methods

The **Board** type exposes the following members.

▲ Methods

	Name	Description
=∳	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
9	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
≓Ŵ	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≓∳	GetType	Gets the Type of the current instance. (Inherited from Object.)
ë. ₽	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≡ \$	PlacePiece	This method will try to place the piece on the given column and return true or

		false according to the possibilities
= Q	ToString	Returns a string that represents the current object. (Inherited from Object.)
Тор		
⊿ See /	Also	
Referer Board C Simplexi		

BoardPlacePiece Method

This method will try to place the piece on the given column and return true or false according to the possibilities

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

Parameters

piece

Type: Simplexity_GamePiece [Missing <param name="piece"/> documentation for "M:Simplexity_Game.Board.PlacePiece(Simplexity_Game.Piece,System.Int32)"]

column

Type: SystemInt32 [Missing <param name="column"/> documentation for "M:Simplexity_Game.Board.PlacePiece(Simplexity_Game.Piece,System.Int32)"]

Return Value

Type: Boolean [Missing <returns> documentation for "M:Simplexity_Game.Board.PlacePiece(Simplexity_Game.Piece,System.Int32)"]

⊿ See Also

Reference

Board Class Simplexity_Game Namespace

Color Enumeration

Colors Used

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C# VB	C++ F#			Сору
public e	num Color			
⊿ Membe	rs			
	Member name	Value	Description	
	White	0	White color	
	Red	1	Red color	
J See Als Reference	0			

Simplexity_Game Namespace

GameLoop Class

Class that will serve as the Gameloop to run the game cycles and communicates between the needed classes

▲ Inheritance Hierarchy

SystemObject Simplexity_GameGameLoop

Namespace: Simplexity_Game

Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

 C#
 VB
 C++
 F#
 Copy

 public
 class
 GameLoop

The GameLoop type exposes the following members.

Constructors

		Name	Description	
	≓Ŵ	GameLoop	Initializes a new instance of the GameLoop class.	
	Тор			
4	Methods	6		
		Name	Description	
	=∳	Equals	Determines whether the	

		specified object is equal to the current object. (Inherited from Object.)
<u>ş</u>	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
≓∲	GetHashCode	Serves as the default hash function. (Inherited from Object.)
=♥	GetType	Gets the Type of the current instance. (Inherited from Object.)
ġ û	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≡∳	ToString	Returns a string that represents the current object (Inherited from Object.)
≡♦	Update	Method that will update the game as it progresses

⊿ See Also

Reference Simplexity_Game Namespace

GameLoop Constructor

Initializes a new instance of the GameLoop class.

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax



GameLoop Methods

The GameLoop type exposes the following members.

▲ Methods

	Name	Description
=♥	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
<u>ğ</u> ŵ	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
= \$	GetHashCode	Serves as the default hash function. (Inherited from Object.)
=∳	GetType	Gets the Type of the current instance. (Inherited from Object.)
<u>ş</u> û	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
= \$	ToString	Returns a string that represents the current object. (Inherited from Object.)

Update

Method that will update the game as it progresses

Тор

=0

⊿ See Also

Reference GameLoop Class Simplexity_Game Namespace

GameLoopUpdate Method

Method that will update the game as it progresses

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax



Interface Class

Class that renders the interface to the user such as the board and the respective messages or errors

▲ Inheritance Hierarchy

SystemObject Simplexity_GameInterface

Namespace: Simplexity_Game

Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

⊿ Syntax

C# VB C++ F# Copy ______ Copy _____

The Interface type exposes the following members.

Constructors

		Name	Description	
	≓Ŵ	Interface	Initializes a new instance of the Interface class.	
	Тор			
⊿ Methods				
		Name		Description
	≡Ŵ	AskColum	าท	Renders the question about

		the column in which the player wants to play
≓Ŷ	AskPiece	Renders the question about which piece the player wants to play
≡∳	CurrentTurn	Indicates the current turn
≓ \$	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
≣♥	ErrorColumn	Renders the error for when the player inputs a wrong column number
≓Ŷ	ErrorPiece	Renders the error for when the player inputs a wrong piece
≣∳	ErrorPlace	Renders the error for when the player places a piece in a filled row
<u>ş</u>	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
= Q	FinalMessage	Displays the final message
≓∳	GetHashCode	Serves as the default hash function. (Inherited from Object.)

≓∳	GetType	Gets the Type of the current instance. (Inherited from Object.)
ġ ∳	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
=0	ShowBoard	Renders the board
≓ ©	ShowInfo	Renders the information available to the player
≓ ©	ToString	Returns a string that represents the current object. (Inherited from Object.)

Тор

⊿ See Also

Reference Simplexity_Game Namespace

Interface Constructor

Initializes a new instance of the Interface class.

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax



Interface Methods

The Interface type exposes the following members.

Methods

<u>ē</u>Ŷ

	Name	Description
≓ \$	AskColumn	Renders the question about the column in which the player wants to play
≓∲	AskPiece	Renders the question about which piece the player wants to play
≡♦	CurrentTurn	Indicates the current turn
=∳	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
=∲	ErrorColumn	Renders the error for when the player inputs a wrong column number
≡ ©	ErrorPiece	Renders the error for when the player inputs a wrong piece
≝ ∲	ErrorPlace	Renders the error for when the player places a piece in a filled row
-		

	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
-≡∳	FinalMessage	Displays the final message
-= 🌑	GetHashCode	Serves as the default hash function. (Inherited from Object.)
- =	GetType	Gets the Type of the current instance. (Inherited from Object.)
<u>ş</u>	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
- =	ShowBoard	Renders the board
- =	ShowInfo	Renders the information available to the player
- =	ToString	Returns a string that represents the current object. (Inherited from Object.)

Тор

⊿ See Also

Reference Interface Class Simplexity_Game Namespace

InterfaceAskColumn Method

Renders the question about the column in which the player wants to play

Namespace: Simplexity_Game

Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax



▲ See Also

Reference Interface Class Simplexity_Game Namespace

InterfaceAskPiece Method

Renders the question about which piece the player wants to play

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax



InterfaceCurrentTurn Method

Indicates the current turn

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax



Parameters

turn

Type: SystemInt32 [Missing <param name="turn"/> documentation for "M:Simplexity_Game.Interface.CurrentTurn(System.Int32)"]

⊿ See Also

Reference Interface Class Simplexity_Game Namespace

InterfaceErrorColumn Method

Renders the error for when the player inputs a wrong column number

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax



InterfaceErrorPiece Method

Renders the error for when the player inputs a wrong piece

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax



InterfaceErrorPlace Method

Renders the error for when the player places a piece in a filled row

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax



InterfaceFinalMessage Method

Displays the final message

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax



Parameters

result

Type: SystemObject [Missing <param name="result"/> documentation for "M:Simplexity_Game.Interface.FinalMessage(System.Object)"]

⊿ See Also

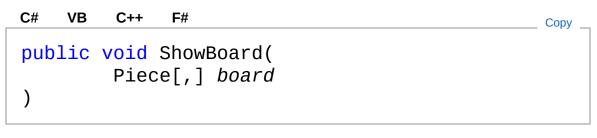
Reference Interface Class Simplexity_Game Namespace

InterfaceShowBoard Method

Renders the board

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax



Parameters

board

Type: Simplexity_GamePiece [Missing <param name="board"/> documentation for "M:Simplexity_Game.Interface.ShowBoard(Simplexity_Game.Piece[0:,0:])"]

⊿ See Also

Reference Interface Class Simplexity_Game Namespace

InterfaceShowInfo Method

Renders the information available to the player

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax



Parameters

player

Type: Simplexity_GamePlayer [Missing <param name="player"/> documentation for "M:Simplexity_Game.Interface.ShowInfo(Simplexity_Game.Player)"]

⊿ See Also

Reference Interface Class Simplexity_Game Namespace

Piece Class

Class that creates a piece

▲ Inheritance Hierarchy

SystemObject Simplexity_GamePiece

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#	VB	C++	F#	Сору
pub	lic	class	Piece	

The Piece type exposes the following members.

Constructors

	Name	Description	
		Initializes a new instance of the Piece class.	
Тор			
▲ Prope	erties		
	Name	Description	
	Color	Color of the piece	

Тор

▲ Methods

	Name	Description
=∳	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
<u>ş</u>	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
≡∳	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≡∳	GetType	Gets the Type of the current instance. (Inherited from Object.)
ġ.	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
=≬	ToString	Returns a string that represents the current object. (Inherited from Object.)

Тор

⊿ See Also

Reference Simplexity_Game Namespace

Piece Constructor

Initializes a new instance of the Piece class.

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax



Parameters

color

Type: Simplexity_GameColor [Missing <param name="color"/> documentation for "M:Simplexity_Game.Piece.#ctor(Simplexity_Game.Color,Simplexity_Game.Shape

shape

Type: Simplexity_GameShape [Missing <param name="shape"/> documentation for "M:Simplexity_Game.Piece.#ctor(Simplexity_Game.Color,Simplexity_Game.Shape

⊿ See Also

Reference Piece Class Simplexity_Game Namespace

Piece Properties

The Piece type exposes the following members.

▲ Properties

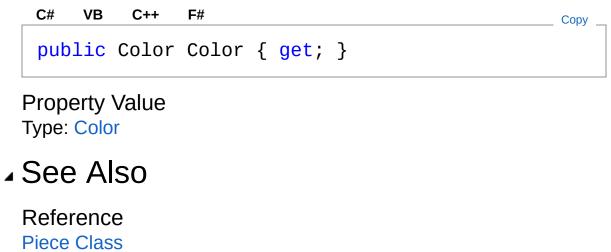
		Name	Description
	*	Color	Color of the piece
	*	Shape	Shape of the piece
Т	ор		
⊿ S	See Also		
Р	Reference Piece Class Simplexity_Game Namespace		

PieceColor Property

Color of the piece

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax



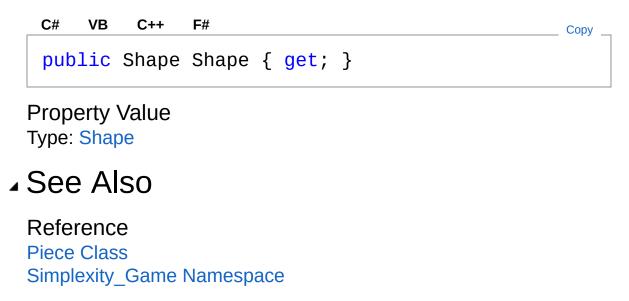
Simplexity_Game Namespace

PieceShape Property

Shape of the piece

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax



Piece Methods

The Piece type exposes the following members.

▲ Methods

	Name	Description
=♥	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
<u>ş</u> û	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
= \$	GetHashCode	Serves as the default hash function. (Inherited from Object.)
=∳	GetType	Gets the Type of the current instance. (Inherited from Object.)
<u>ş</u> û	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≣∳	ToString	Returns a string that represents the current object. (Inherited from Object.)

Тор

⊿ See Also

Reference Piece Class Simplexity_Game Namespace

Player Class

Class that creates the players and its pieces

▲ Inheritance Hierarchy

SystemObject Simplexity_GamePlayer

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C #	VB	C++	F#	Сору
pub	lic	class	Player	

The Player type exposes the following members.

Constructors

	Name	Description
≑ ©	Player	Initializes a new instance of the Player class.

Тор

Properties

	Name	Description
*	Cilinder	The cilinders given to the player

	CilindersNumber	The number of pieces given to the player
	Cube	The cubes given to the player
*	CubesNumber	The number of cubes given to the player
	Number	Property that will save the player's number
*	TotalPieces	The total number of pieces given to the player

Тор

▲ Methods

	Name	Description
≡ ∲	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
<u>ş</u>	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
≓∲	GetHashCode	Serves as the default hash function. (Inherited from Object.)
=	GetType	Gets the Type of the current instance.

		(Inherited from Object.)
<u>ş</u>	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≓ \$	PlayCilinder	Returns a cilinder that can be "played" and decreases its counter
≓Ŵ	PlayCube	Returns a cube that can be "played" and decreases its counter
=∳	ToString	Returns a string that represents the current object. (Inherited from Object.)

Тор

⊿ See Also

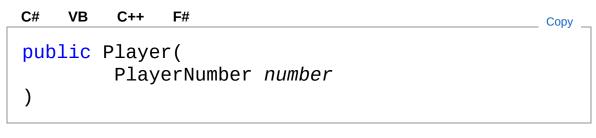
Reference Simplexity_Game Namespace

Player Constructor

Initializes a new instance of the Player class.

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax



Parameters

number

Type: Simplexity_GamePlayerNumber [Missing <param name="number"/> documentation for "M:Simplexity_Game.Player.#ctor(Simplexity_Game.PlayerNumber)"]

⊿ See Also

Reference Player Class Simplexity_Game Namespace

Player Properties

The Player type exposes the following members.

▲ Properties

	Name	Description
*	Cilinder	The cilinders given to the player
*	CilindersNumber	The number of pieces given to the player
	Cube	The cubes given to the player
*	CubesNumber	The number of cubes given to the player
*	Number	Property that will save the player's number
*	TotalPieces	The total number of pieces given to the player

Тор

⊿ See Also

Reference Player Class Simplexity_Game Namespace

PlayerCilinder Property

The cilinders given to the player

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

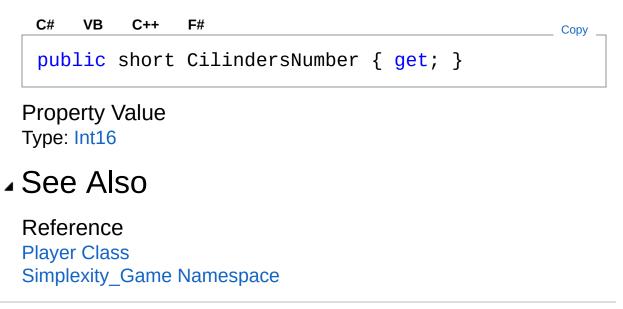


PlayerCilindersNumber Property

The number of pieces given to the player

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax



PlayerCube Property

The cubes given to the player

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C# VB C++ F# Copy _ public Piece Cube { get; }

Property Value Type: Piece

⊿ See Also

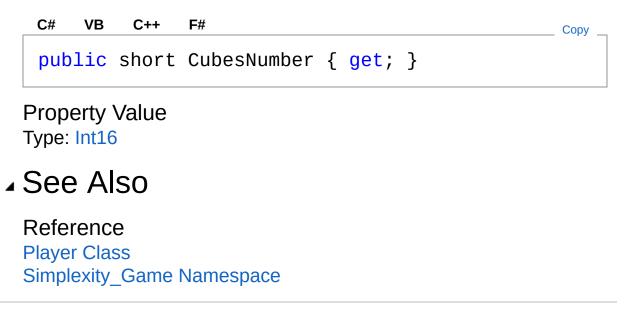
Reference Player Class Simplexity_Game Namespace

PlayerCubesNumber Property

The number of cubes given to the player

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

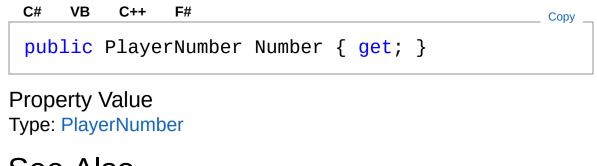


PlayerNumber Property

Property that will save the player's number

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax



▲ See Also

Reference Player Class Simplexity_Game Namespace

PlayerTotalPieces Property

The total number of pieces given to the player

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax



Player Methods

The Player type exposes the following members.

▲ Methods

	Name	Description
=♥	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
<u>ğ</u> ŵ	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
= \$	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≓Ŵ	GetType	Gets the Type of the current instance. (Inherited from Object.)
<u>ş</u> ŵ	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
=0	PlayCilinder	Returns a cilinder that can be "played" and decreases its counter

-≡♥	PlayCube	Returns a cube that can be "played" and decreases its counter		
=0	ToString	Returns a string that represents the current object. (Inherited from Object.)		
Тор				
See /	Also			
Player C	Reference Player Class Simplexity_Game Namespace			

PlayerPlayCilinder Method

Returns a cilinder that can be "played" and decreases its counter

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C# VB C++ F#

Сору

public Piece PlayCilinder()

Return Value Type: Piece [Missing <returns> documentation for "M:Simplexity_Game.Player.PlayCilinder"]

⊿ See Also

Reference Player Class Simplexity_Game Namespace

PlayerPlayCube Method

Returns a cube that can be "played" and decreases its counter

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C# VB C++ F#

Сору

public Piece PlayCube()

Return Value Type: Piece [Missing <returns> documentation for "M:Simplexity_Game.Player.PlayCube"]

⊿ See Also

Reference Player Class Simplexity_Game Namespace

PlayerNumber Enumeration

Player numbers

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

	C# VB	C++ F#			_ Сору
	public	enum PlayerNum	ıber		
4	Membe	ers			
		Member name	Value	Description	
		One	1	Number One	
		Two	2	Number Two	
4	▲ See Also				
	Reference				

Simplexity_Game Namespace

Program Class

Class that contains the main method

▲ Inheritance Hierarchy

SystemObject Simplexity_GameProgram

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

4

C# VB C++ F# _____ Copy _____ public class Program

The Program type exposes the following members.

Constructors

	Name	Description
≡Ŵ	Program	Initializes a new instance of the Program class
Тор		
Me	ethods	
	Namo	Description

	Name	Description
≓∲	Equals	Determines whether the specified object is equal to

		the current object. (Inherited from Object.)
<u>ş</u>	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
=∳	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≓∳	GetType	Gets the Type of the current instance. (Inherited from Object.)
<u>ş</u> û	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≡♥	ToString	Returns a string that represents the current object. (Inherited from Object.)

Тор

⊿ See Also

Reference Simplexity_Game Namespace

Program Constructor

Initializes a new instance of the Program class

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax



Program Methods

The Program type exposes the following members.

▲ Methods

	Name	Description
= Q	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
<u>ş</u>	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
≡Ŵ	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≡∳	GetType	Gets the Type of the current instance. (Inherited from Object.)
ġ\$ ₽	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
=♥	ToString	Returns a string that represents the current object. (Inherited from Object.)

Тор

⊿ See Also

Reference Program Class Simplexity_Game Namespace

Shape Enumeration

Shapes of the piece

Namespace: Simplexity_Game Assembly: Simplexity_Game (in Simplexity_Game.exe) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C# VB	C++ F#			_ Сору _
public	<mark>enum</mark> Shape			
⊿ Membe	ers			
	Member name	Value	Description	
	Cilinder	0	Cilindric shape	
	Cube	1	Cubic shape	
⊿ See Al	SO			
Reference Simplexity_	e _Game Namespace			