# Simplexity\_Game Namespace

Simplexity Game for the Linguagens de Programação I class

### ▲ Classes

|             | Class     | Description   |
|-------------|-----------|---|
| <b>4</b> ;  | Board     | Class that creates a board and places a piece in there  |
| <b>4</b> ;  | GameLoop  | Class that will serve as the<br>Gameloop to run the game cycles<br>and communicates between the<br>needed classes |
| <b>*</b> \$ | Interface | Class that renders the interface to<br>the user such as the board and the<br>respective messages or errors        |
| <b>*</b> \$ | 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 <sup>21</sup> | 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                                    |
|------------|-------|--|
| <b>≕</b> © | Board | Initializes a new instance of the Board class. |

Тор

## Properties

|          | Name       | Description                                     |
|----------|------------|---|
| <b>*</b> | BoardArray | Bi-dimensional array that will serve as a board |

|          | Х | X of the array |  |
|----------|---|----------------|--|
| <b>*</b> | Y | Y of the array |  |

#### Тор

# ▲ Methods

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

|                     |                          | possibilities   |
|---------------------|--------------------------|---|
| a¢                  | ToString                 | Returns a string that represents the current object. (Inherited from Object.) |
| Тор                 |                          |   |
| ⊿ See /             | Also                     |   |
| Referer<br>Simplexi | ורפ<br>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                                     |
|----------|------------|---|
| <b>*</b> | 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

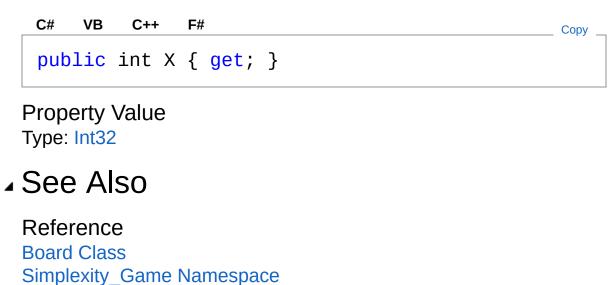


# **BoardX Property**

X of the array

Namespace: Simplexity\_Game Assembly: Simplexity\_Game (in Simplexity\_Game.exe) Version: 1.0.0.0 (1.0.0.0)

### ▲ Syntax

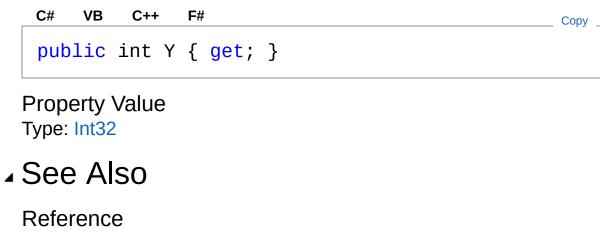


# **BoardY Property**

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

|                                |          | false according to the possibilities  |
|--------------------------------|----------|---|
| = <b>Q</b>                     | ToString | Returns a string that represents the current object. (Inherited from Object.) |
| Тор                            |          |   |
| ⊿ See /                        | Also     |   |
| Referer<br>Board C<br>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<br>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<br>the current object.<br>(Inherited from Object.)  |
|------------|-----------------|--|
| <u>ş</u>   | Finalize        | Allows an object to try to free<br>resources and perform other<br>cleanup operations before it<br>is reclaimed by garbage<br>collection.<br>(Inherited from Object.) |
| <b>≓∲</b>  | GetHashCode     | Serves as the default hash function.<br>(Inherited from Object.)   |
| =♥         | GetType         | Gets the Type of the current instance.<br>(Inherited from Object.)   |
| ġ <b>û</b> | MemberwiseClone | Creates a shallow copy of the<br>current Object.<br>(Inherited from Object.)   |
| ≡∳         | ToString        | Returns a string that<br>represents the current object<br>(Inherited from Object.)   |
| <b>≡♦</b>  | 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<br>specified object is equal to<br>the current object.<br>(Inherited from Object.)  |
| <u>ğ</u> ŵ  | Finalize        | Allows an object to try to free<br>resources and perform other<br>cleanup operations before it<br>is reclaimed by garbage<br>collection.<br>(Inherited from Object.) |
| = <b>\$</b> | GetHashCode     | Serves as the default hash function.<br>(Inherited from Object.)   |
| =∳          | GetType         | Gets the Type of the current<br>instance.<br>(Inherited from Object.)  |
| <u>ş</u> û  | MemberwiseClone | Creates a shallow copy of the<br>current Object.<br>(Inherited from Object.)   |
| = <b>\$</b> | ToString        | Returns a string that<br>represents the current object.<br>(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   |
| <b>≓</b> \$ | Equals       | Determines whether the<br>specified object is equal to<br>the current object.<br>(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<br>the player places a piece in a<br>filled row   |
| <u>ş</u>    | Finalize     | Allows an object to try to free<br>resources and perform other<br>cleanup operations before it<br>is reclaimed by garbage<br>collection.<br>(Inherited from Object.) |
| = <b>Q</b>  | FinalMessage | Displays the final message   |
| ≓∳          | GetHashCode  | Serves as the default hash function.<br>(Inherited from Object.)   |
|             |              |  |

| ≓∳         | GetType         | Gets the Type of the current instance.<br>(Inherited from Object.)                  |
|------------|-----------------|---|
| ġ <b>∳</b> | MemberwiseClone | Creates a shallow copy of the current Object.<br>(Inherited from Object.)           |
| =0         | ShowBoard       | Renders the board   |
| <b>≓</b> © | ShowInfo        | Renders the information available to the player                                     |
| <b>≓</b> © | ToString        | Returns a string that<br>represents the current object.<br>(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   |
|-------------|-------------|---|
| <b>≓</b> \$ | AskColumn   | Renders the question about the column in which the player wants to play                                   |
| <b>≓∲</b>   | AskPiece    | Renders the question about which piece the player wants to play   |
| <b>≡♦</b>   | CurrentTurn | Indicates the current turn  |
| =∳          | Equals      | Determines whether the<br>specified object is equal to<br>the current object.<br>(Inherited from Object.) |
| <b>=∲</b>   | ErrorColumn | Renders the error for when<br>the player inputs a wrong<br>column number                                  |
| <b>≡</b> ©  | ErrorPiece  | Renders the error for when the player inputs a wrong piece  |
| ≝ <b>∲</b>  | ErrorPlace  | Renders the error for when<br>the player places a piece in a<br>filled row                                |
| -           |             |   |

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

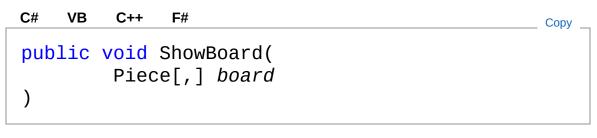
Reference Interface Class Simplexity\_Game Namespace

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

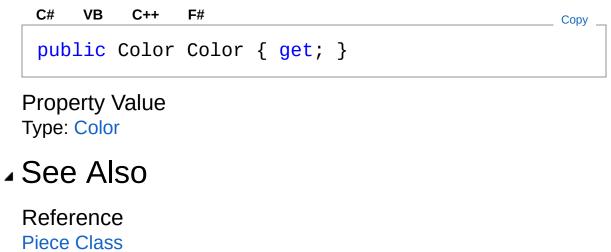
|     |   | Name  | Description        |
|-----|---|-------|--------------------|
|     | <b>*</b>  | Color | Color of the piece |
|     | <b>*</b>  | Shape | Shape of the piece |
| Т   | ор  |       |                    |
| ⊿ S | See Also  |       |                    |
| Р   | Reference<br>Piece Class<br>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



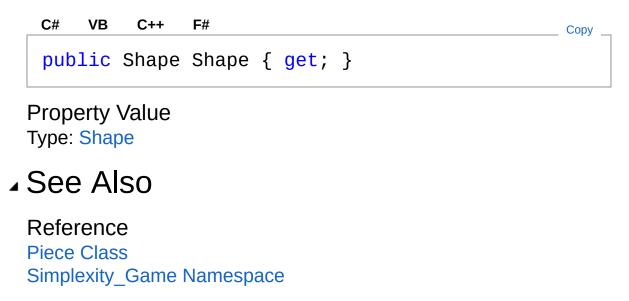
Simplexity\_Game Namespace

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

| <b>C</b> # | VB  | C++   | F#     | Сору |
|------------|-----|-------|--------|------|
| pub        | lic | class | Player |      |

The Player type exposes the following members.

### Constructors

|            | Name   | Description                                     |
|------------|--------|---|
| <b>≑</b> © | Player | Initializes a new instance of the Player class. |

Тор

### Properties

|          | Name     | Description                       |
|----------|----------|-----------------------------------|
| <b>*</b> | Cilinder | The cilinders given to the player |

|          | CilindersNumber | The number of pieces given to the player       |
|----------|-----------------|--|
|          | Cube            | The cubes given to the player                  |
| <b>*</b> | CubesNumber     | The number of cubes given to the player        |
|          | Number          | Property that will save the player's number    |
| <b>*</b> | TotalPieces     | The total number of pieces given to the player |

Тор

## ▲ Methods

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

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

Тор

## ⊿ See Also

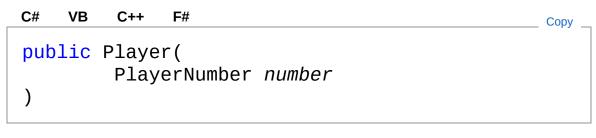
Reference Simplexity\_Game Namespace

## **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                                    |
|----------|-----------------|--|
| <b>*</b> | Cilinder        | The cilinders given to the player              |
| <b>*</b> | CilindersNumber | The number of pieces given to the player       |
|          | Cube            | The cubes given to the player                  |
| <b>*</b> | CubesNumber     | The number of cubes given to the player        |
| <b>*</b> | Number          | Property that will save the player's number    |
| <b>*</b> | TotalPieces     | The total number of pieces given to the player |

#### Тор

⊿ See Also

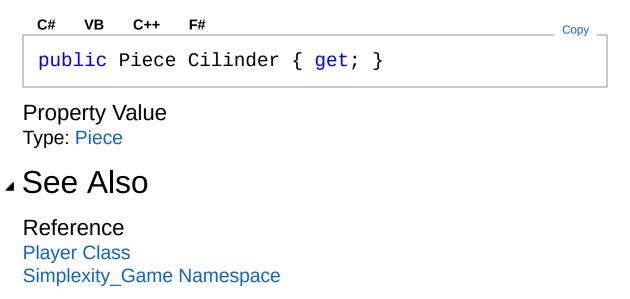
Reference Player Class Simplexity\_Game Namespace

## 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

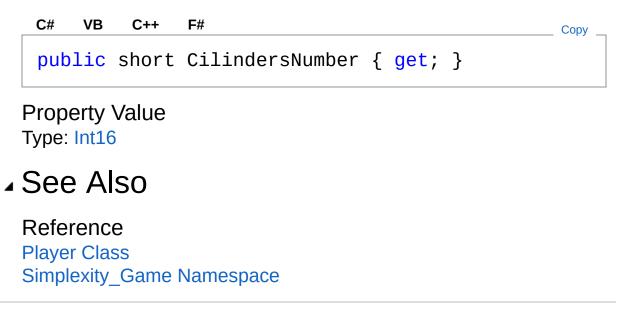


## PlayerCilindersNumber Property

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

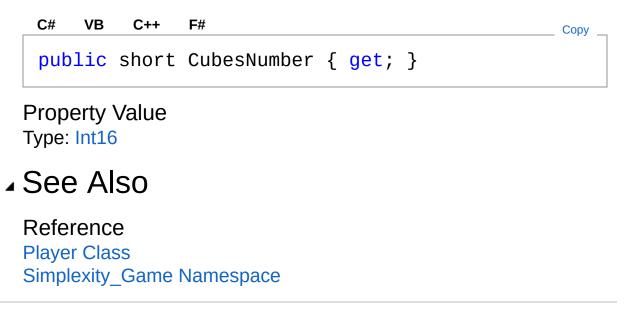
Reference Player Class Simplexity\_Game Namespace

## 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

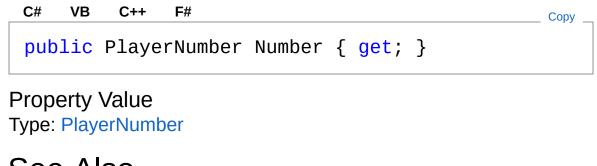


## PlayerNumber Property

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

| -≡♥      | PlayCube   | Returns a cube that can be<br>"played" and decreases its<br>counter                 |  |  |
|----------|--|---|--|--|
| =0       | ToString   | Returns a string that<br>represents the current object.<br>(Inherited from Object.) |  |  |
| Тор      |  |   |  |  |
| See /    | Also   |   |  |  |
| Player C | Reference<br>Player Class<br>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   |
|-----------|--------|---|
| <b>≓∲</b> | Equals | Determines whether the specified object is equal to |

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