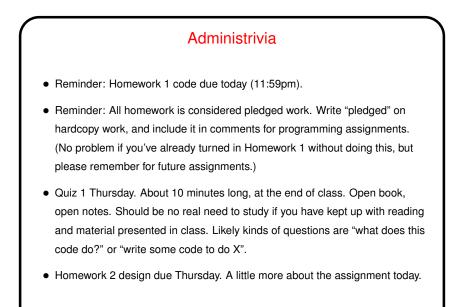
Slide 1



Where Were We? (Recap)

- Topics: Java/OO basics, a little about generics.
- Project: Initial design, first (small) program.

Slide 2

A Little More About Generics

- "Generics" are a relatively new feature of Java, and can feel a little complicated to those whose first exposure to the language didn't include them. We talk about them now because they're so useful, and because you need them for the project.
- Slide 3
- Let's look at a couple of simple examples

Homework 2 — General Comments

- Design phase is meant to be about defining classes and interfaces. For every class (or interface) and every method, I want comments (can be be brief). For classes, these should describe (to the best of your understanding) how they fit into your game (e.g., "class for wall blocks").
- In order to generate the HTML documentation ("javadoc"), probably have to have something minimally compilable. As suggested in assignment — create skeleton/stub versions of methods, and fill in real code in code phase.
- Be sure to get the updated JAR file (should have name PAD2F07Assn2.jar). With every assignment there will be a new JAR file, as you replace various parts of the starter code with your code.
- Method instance in BasicGameSetup mentions "singleton". What's that about? Reference to "singleton design pattern" idea that for some classes there should only ever be one instance.

Slide 4

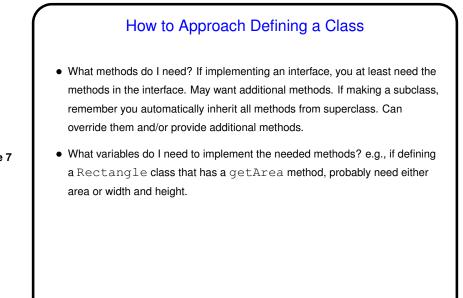
	Homework 2 — Design
Slide 5	 Interfaces YourBlock, YourEntity: In project API, referred to as "general block type" and "general entity type". You will use these as replacements for BasicBlock and BasicEntity, and everywhere else you use one of the framework's generic classes. Player and game setup classes. Copy code from BasicPlayer and BasicGameSetup and edit (change package line, block and entity types). May want to change game setup more during code phase. Also edit your main class from the first assignment.
	Don't worry about player for now — you will start writing your own in the next assignment.

Homework 2 — Design Continued

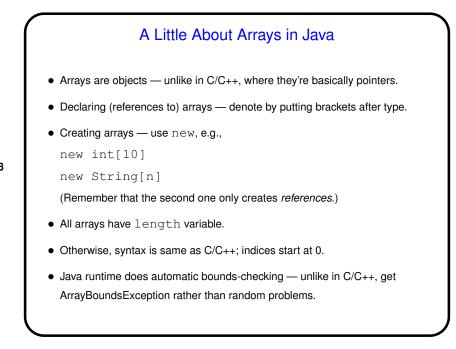
• Block class(es). These are blocks that make the playing field for your game. Should have one class for each kind of block (floor, walls, ladders, anything that doesn't move). Try to define as many as you can. Copy code from BasicBlock.

Slide 6

• Screen class (class implementing Screen interface). This is the most work in this assignment. Eclipse can make stub methods for you. Copy and paste comments from API.



Slide 7



Slide 8

