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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").

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 In order to generate the HTML documentation ("javadoc"), you probably have to have something minimally compilable. As suggested in assignment — you can create skeleton/stub versions of methods, and fill in real code in code phase. (For classes where you get code, though, might be simpler just to copy it in right away, if there are comments in the code. Or copy comments from game framework API.)

• Be sure to get the updated JAR file (should have name PAD2F09Assn2.jar). With every assignment there will be a new JAR file, as you replace various parts of the starter code with your code.

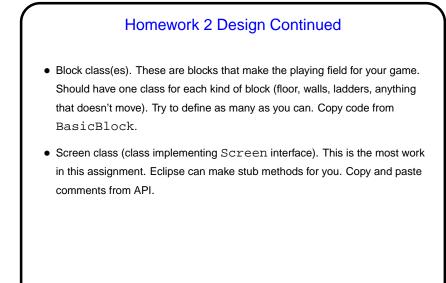
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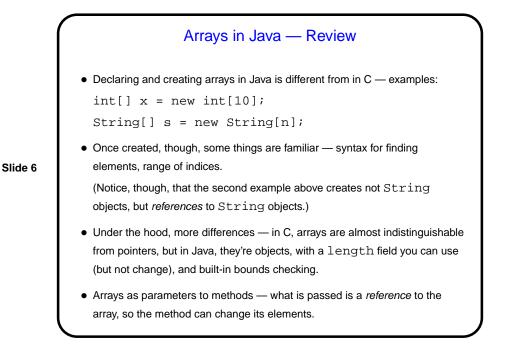
• Interfaces YourBlock, YourEntity: In project API, referred to as "general block type" and "general entity type". You will use these as replacements for BasicBlock and BasicEntity, and everywhere else you use one of the framework's generic classes.

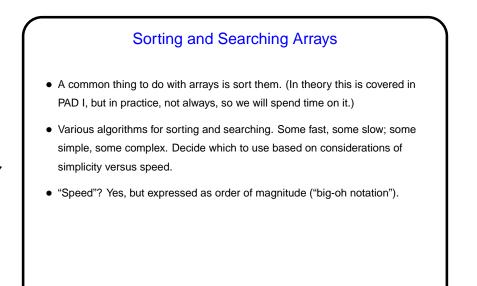
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• Player and game setup classes. Copy code from BasicPlayer and BasicGameSetup and edit (change package line, block and entity types). May want to change game setup more during code phase. Also edit your main class from the first assignment.

Don't worry about player for now — you will start writing your own in the next assignment.







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Simple (but Slow) Sorts Bubble sort. (First pass goes through the whole array, swapping consecutive elements if out of order, so largest element bubbles to the end. Next pass goes through all elements but last. And so forth.) Selection sort. (First pass finds largest element and puts it at end. Next pass finds next-to-largest element and puts it at next-to-end. And so forth.) Insertion sort. (First pass inserts second element into list of first element. Next pass inserts third element into list of first two elements. And so forth.) And there are others ...



Sequential search — start with the first element, examine elements one after another until a match is found or there are no more to examine.
Binary search (for sorted data only) — examine the middle element and either stop if a match is found or recursively search the left or right half of the array.

