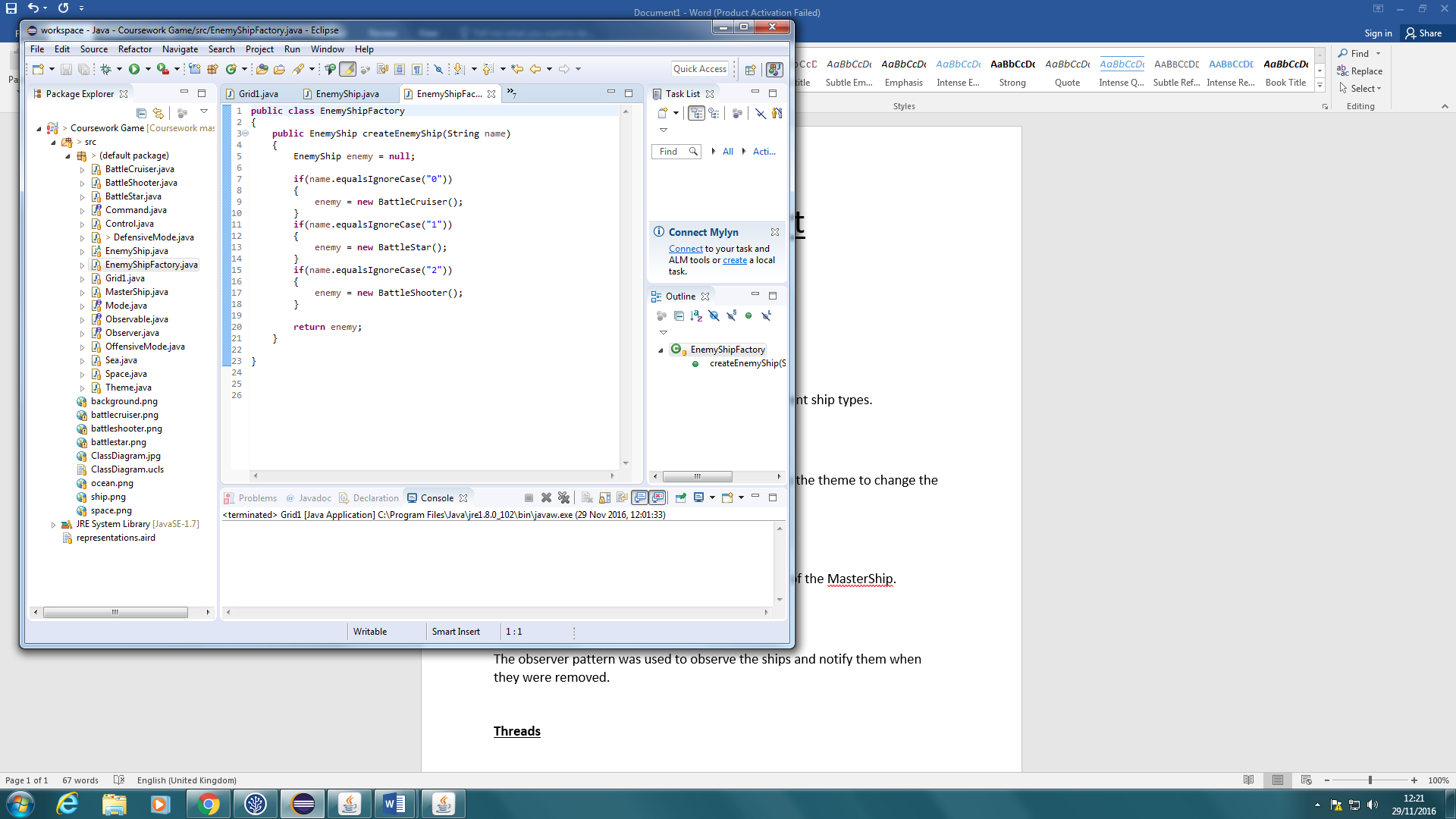
SD3 Report

Patterns And Threads

**Factory**

The factory pattern was used to generate the different ship types. This was done by taking in a random string and depending on what the string contained a type of ship was generated.



**Command**

The command pattern was used to send an order to the theme to change the GUIs background.

**Strategy**

The strategy pattern was used to change the mode of the MasterShip.

**Observer**

The observer pattern was used to observe the ships and notify them when they were removed.

**Threads**

Threads were used to delay the program every time the move and undo button was pressed.

GUI