

## **-STATEMENT OF WORK-**

My third project is about enemy attackers. There are client, an enemy attacker interface which has common methods that waited from attackers, enemy tank, enemy robot and enemy robot adapter. Enemy robot and enemy tank are both attackers but they are incompatible types of attackers. For example, Tanks are used by someones but robots are not used by someones they have artificial intelligence. Also robots can use their hands but tanks do not have any hand. So they are simply two different kind of attackers. I have to call them simply attackers so i should make the enemy robot adapted to enemy tank. Otherwise that is going to be a matter for me.