



OVRT Házi
Kovács Marcell
BCGDH7

Tervezési minták:

- Observer
- Middleware

Observer minta célja:

Azt a célt szolgálja, hogy a timer, illetve a score attribútumait módosítsa (szín, stb)

3.2

0

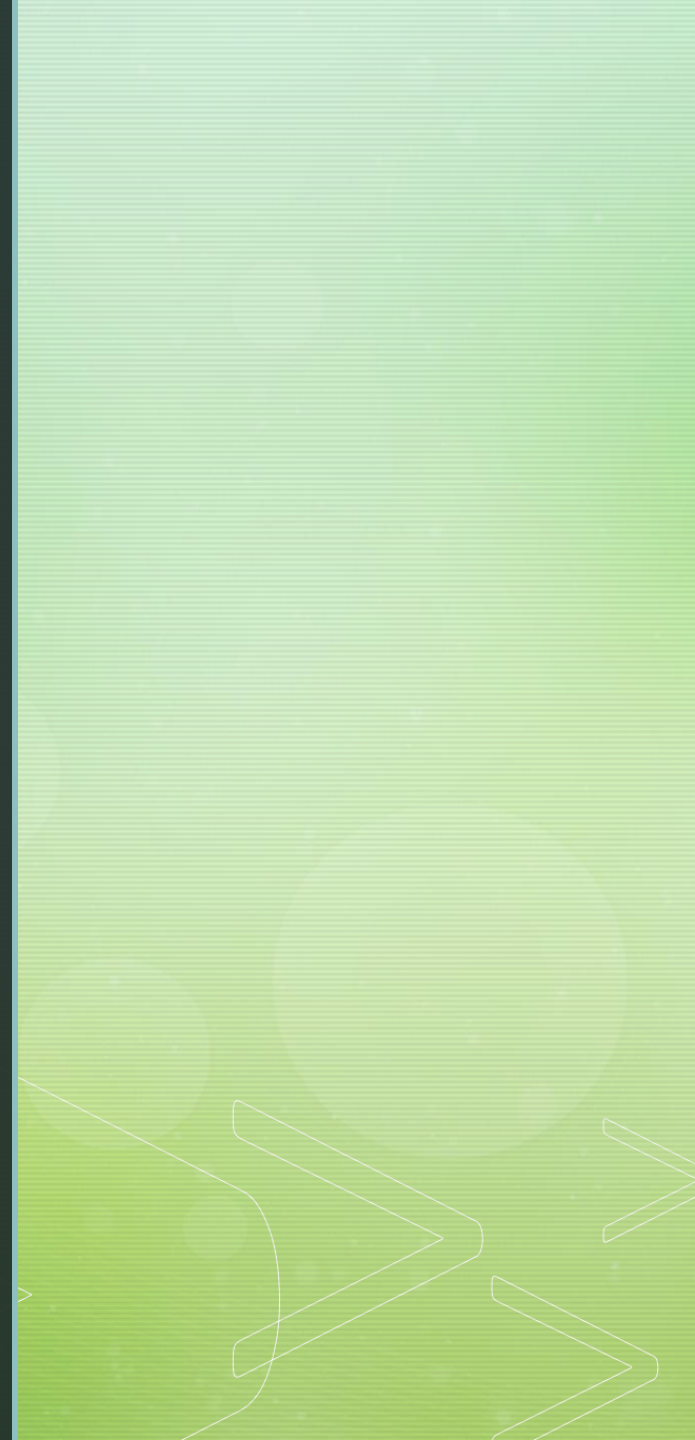


2.0

0

Middleware minta célja:

Ez a minta szolgál a kattintás hatására történő dolgok elvégzéséért



```

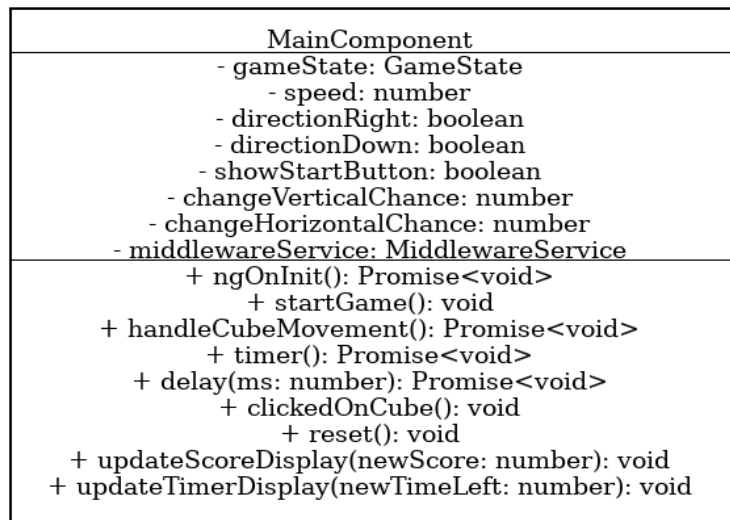
24 export class cubeClickMiddleware implements Middleware {
25   process(context: any): any {
26     if (context.type === 'cubeClick') { // set the cube's color when clicked, then reset
27       const cube = document.getElementById("cube")
28       if (cube) {
29         cube.style.background = "#0091a4";
30         setTimeout(() => {
31           cube.style.backgroundColor = "#007180";
32         }, 100);
33       }
34     }
35     if (context.type === 'cubeClick' && context.speed <= 0.4) { // increase the cube's speed until 0,4
36       context.speed += 0.005;
37     }
38     if (context.type === 'cubeClick' && context.changeHorizontalChance <= 0.01) { // increase the chance of direction change until 0.01
39       context.changeHorizontalChance += 0.00005
40       context.changeVerticalChance += 0.00005
41     }
42   }
43 }
44

```

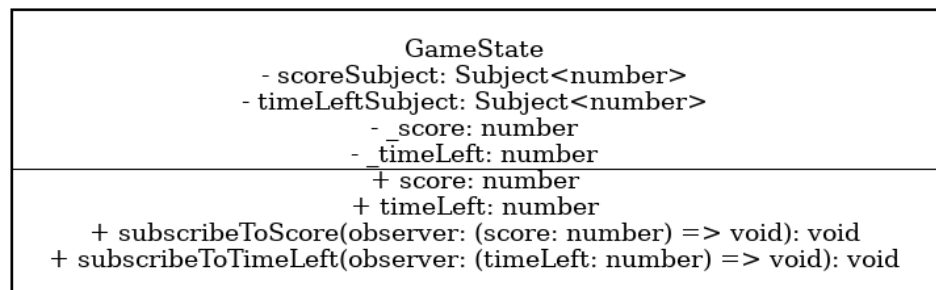
```

91   clickedOnCube() {
92     // setting context to the middleware
93     const context = {
94       type: 'cubeClick',
95       speed: this.speed,
96       timeLeft: this.gameState.timeLeft,
97       changeHorizontalChance: this.changeHorizontalChance,
98       changeVerticalChance: this.changeVerticalChance,
99     };
100     this.middlewareService.execute(context);
101
102     this.speed = context.speed;
103     this.gameState.timeLeft += 0.3;
104     this.gameState.score += 1;
105   }

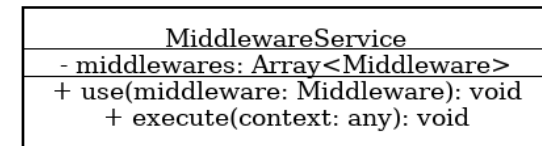
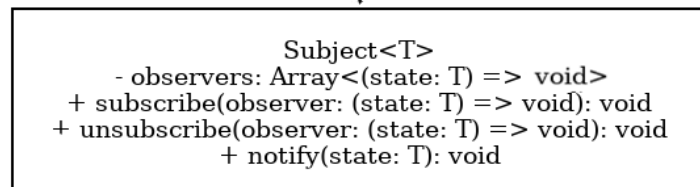
```



uses



has-a



uses

