Journal

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Columbus ship program has 4 classes (oceanExplorer,OceanMap,Ship and PirateShip). OceanExplorer class is responsible for GUI operations as creating scene, pane. OceanMap class is responsible for creation of grid, instantiating the ships location, pirateships and islands. Ship class is responsible for motion of the ship in all the direction and update the direction of ship continuously and notifies the observer, changes in the direction of ship. Pirateship class is responsible for the update the location and invoking the methods that are used in other classes. Here, observer design pattern methodology is used. To handle the ship in the efficient way we constantly monitor the grid changes in the observer design pattern.