

Journal Assignment-2

This Program uses the observer pattern to notify the pirate ships about any movement of Columbus ship. The ship class to be observed extends the observable and the pirate ship which observe the movement of the ship implements by the observer. The main class (Ocean Explorer) starts the GUI, loads the ships, pirate ships and the islands. I used the random function to generate the coordinates for the ships and islands. In the method startsailing() based on the key press the ship will be moved in the desired direction and concurrently pirate ship positions will be updated. Whenever the pirate ship reaches the Columbus ship, it means it is end of the game we cannot ship further. We have placed the reset button where the start method is invoked to reset the ship and island positions. Ship class extends the observable and pirateship class implement the inbuilt observer class, So that whenever the ship moves pirateShip will be notified through notifyobservers() method.