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Assignment-2 Journal

The Program is divided into four classes namely OceanExplorer, OceanMap, Ship and PirateShip. Ocean Explorer is the class responsible for the GUI of the program like creating scene, pane etc. OceanMap class is used to create the grid, initiate the locations of ships, islands and pirateships. Ship class contains methods to run when arrow keys are pressed, method to return updated location and notifies the observers regarding the changes in the ship location. Pirateship contains update method which invokes when setChanged() and notifyObservers() methods are used in shipclass, inturn catchCcs () method is called to move pirateships towards the Columbus Ship. As we can see observer design pattern has been used. There are many different ways this problem can be solved but Observer design pattern is efficient than most of the ways. One of the ways to solve the problem is constantly monitoring the grid for any changes which is totally inefficient regarding both time and computational resources where as in Observer design pattern any changes in the observable will be notified to the observer.