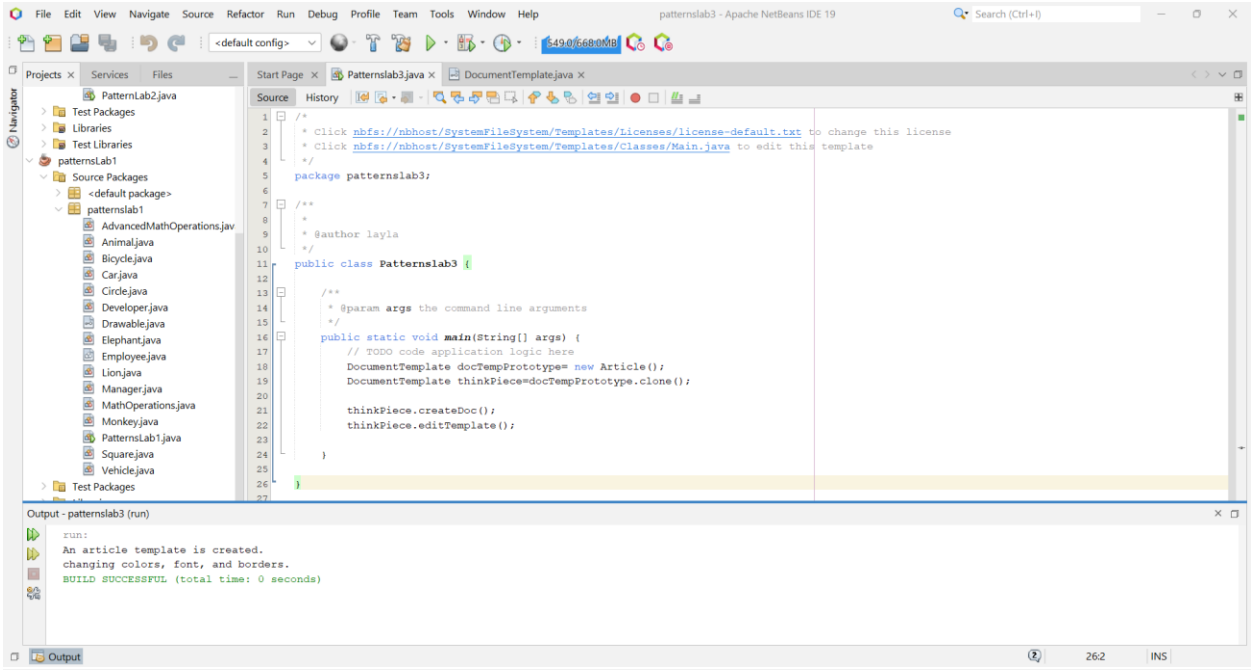
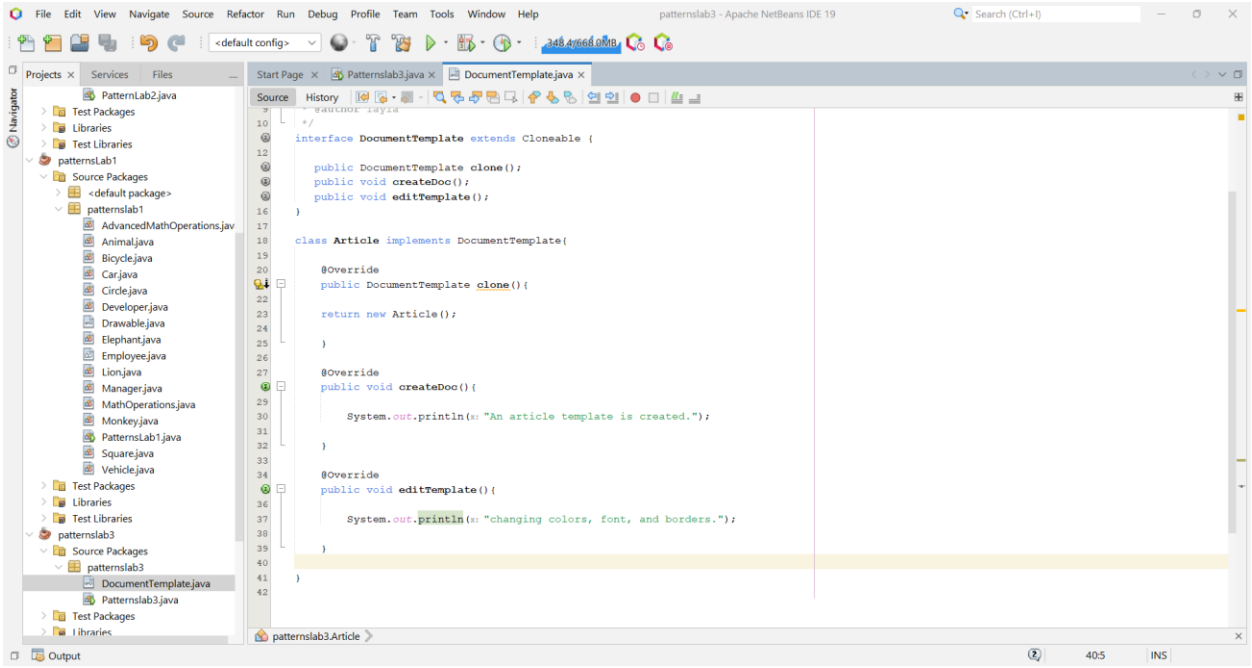
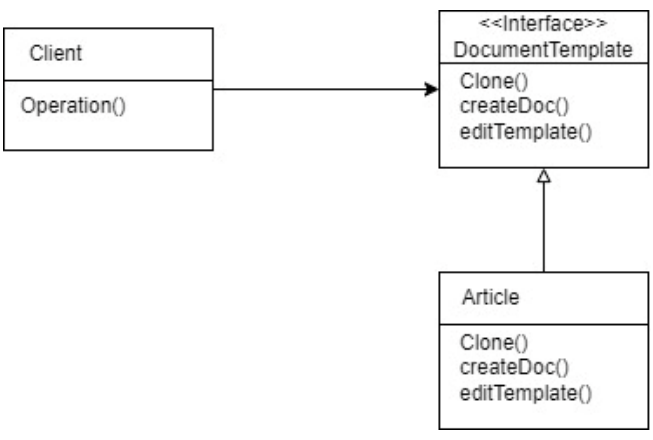
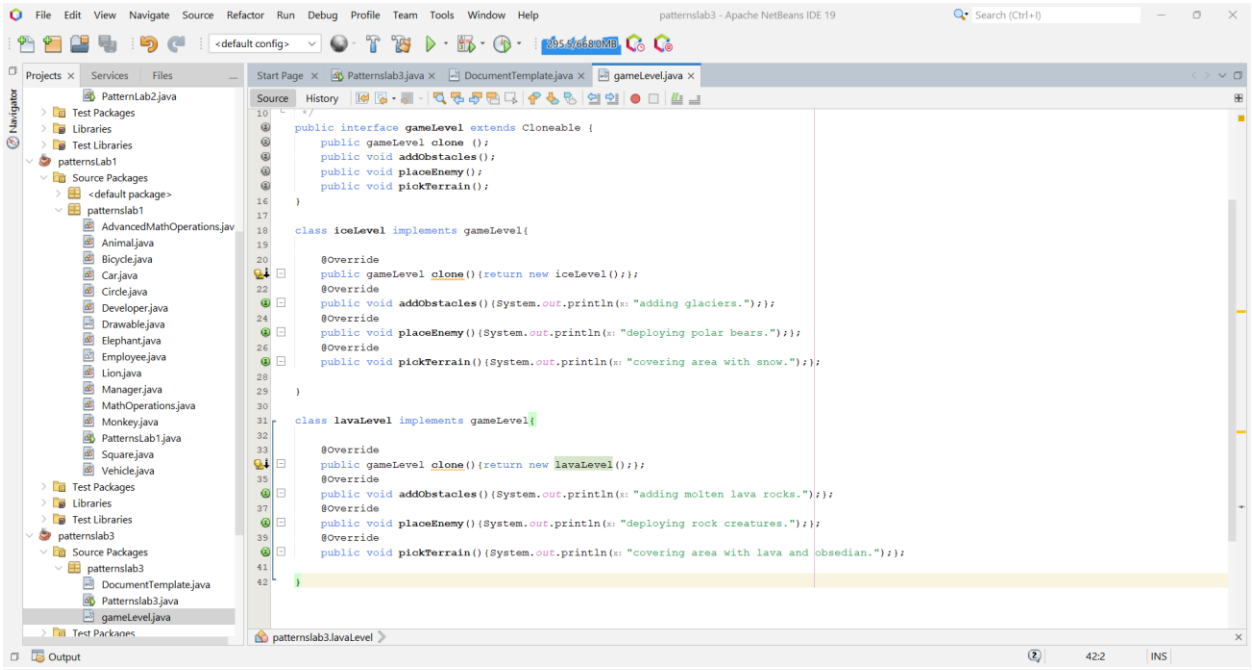
Assignment 1:



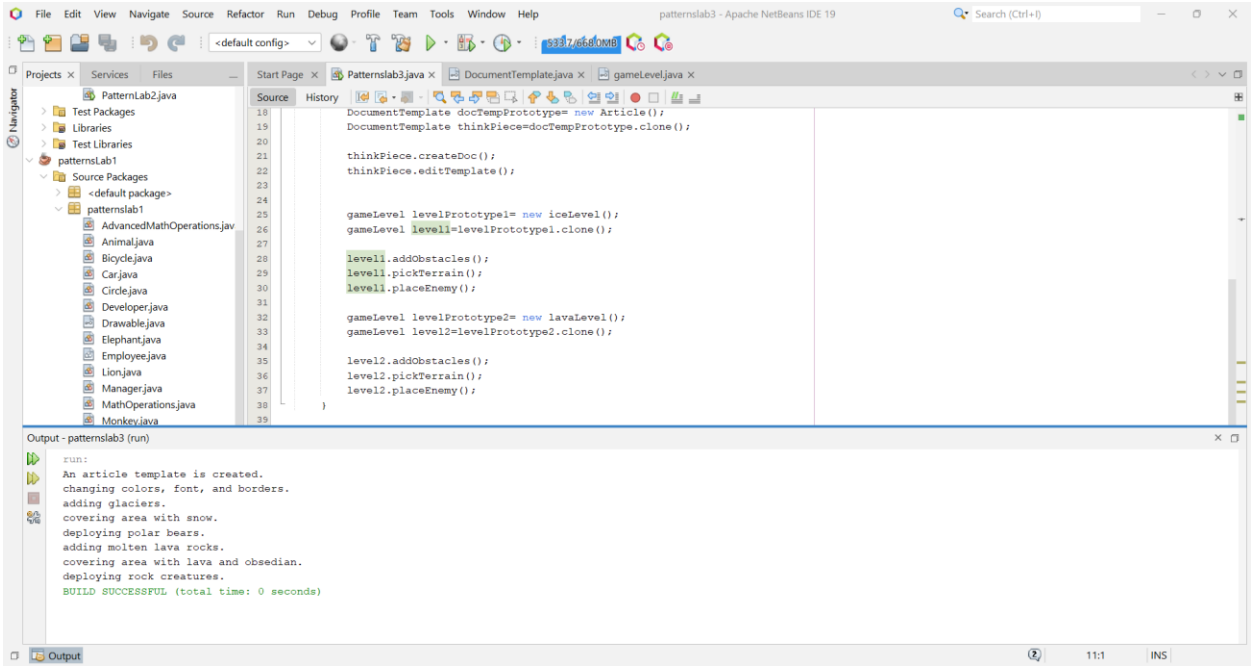


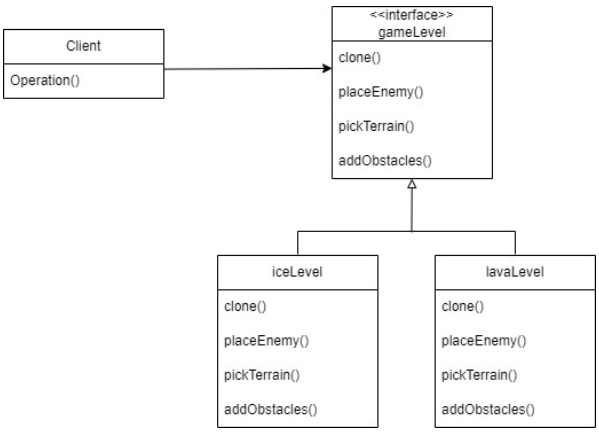


Assignment 2:



```
public interface gameLevel extends Cloneable {
    public gameLevel clone ();
    public void addObstacles();
    public void placeEnemy();
    public void pickTerrain();
}

class iceLevel implements gameLevel{

    @Override
    public gameLevel clone(){return new iceLevel();};
    @Override
    public void addObstacles(){System.out.println("adding glaciers.");};
    @Override
    public void placeEnemy(){System.out.println("deploying polar bears.");};
    @Override
    public void pickTerrain(){System.out.println("covering area with snow.");};

}

class lavaLevel implements gameLevel{

    @Override
    public gameLevel clone(){return new lavaLevel();};
    @Override
    public void addObstacles(){System.out.println("adding molten lava rocks.");};
    @Override
    public void placeEnemy(){System.out.println("deploying rock creatures.");};
    @Override
    public void pickTerrain(){System.out.println("covering area with lava and obsedian.");};

}
```



```
        DocumentTemplate docTempPrototype= new Article();
        DocumentTemplate thinkPiece=docTempPrototype.clone();

        thinkPiece.createDoc();
        thinkPiece.editTemplate();


        gameLevel levelPrototype1= new iceLevel();
        gameLevel level1=levelPrototype1.clone();

        level1.addObstacles();
        level1.pickTerrain();
        level1.placeEnemy();

        gameLevel levelPrototype2= new lavaLevel();
        gameLevel level2=levelPrototype2.clone();

        level2.addObstacles();
        level2.pickTerrain();
        level2.placeEnemy();
    }
```

```
run:
An article template is created.
changing colors, font, and borders.
adding glaciers.
covering area with snow.
deploying polar bears.
adding molten lava rocks.
covering area with lava and obsedian.
deploying rock creatures.
BUILD SUCCESSFUL (total time: 0 seconds)
```