Identificeer maximaal 3 plaatsen in je project waar je elk van onderstaande concepten gebruikt hebt. De identificatie omvat de na van de klasse (vb. Ship), eventueel aangevuld met de naam van de methode of variabele waarop de toepassing betrekking heeft (vb. Ship.evolve). Deze lijst is enkel bedoeld als leidraad bij de verdediging. Het document cesuur geeft aan welke concepten je minimaal moet kennen/gebruikt hebben om een bepaalde score te kunnen behalen.

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| --- | --- | --- | --- |
| **Concept** |  | **Application(s) in project** | |
|  | ***Basic concepts (needed to pass the course)*** | | |
| Basic inspector |  | Entity.getPosition, Entity.geVelocity, Ship.getThrustStatus | |
| Class invariant |  | Ship.isValidOrientation, Ship.isValidMass, Entity.canHaveAsPosition | |
| Defensive programming |  | Entity.setPosition, Entity.setRadius, Ship.reloadBullet | |
| Nominal programming |  | Ship.setOrientation, Ship.turn | |
| Total programming |  | Ship.setMass, Entity.setVelocity, Ship.fireBullet | |
| Uni-directional association |  | Bullet.source, Ship.thruster | |
| Bi-directional association |  | Entity.world, Ship.bullets | |
| Destructor |  | Ship.terminate, Bullet.terminate, MinorPlanet.terminate | |
| Generic Class Instantiation |  |  | |
| Test method |  | TestShip.testCreateShip, TestWorld.testWorldIsValidSizeT | |
| Polymorphism | | | World.getAllEntitiesSpecific, TestWorld.testWorldAddEntityAble | |
| Run Time Type Information (RTTI) | | | TestWorld.testWorldGetAllEntitiesAllShips | |
| Dynamic Binding | | | TestBullet.testCanHaveAsWorldTrue | |
| Liskov Substitution Principle | | | Planetoid.move | |
| ***Advanced concepts*** | | | | |
| Enumeration | | | Not needed in 2016-17 | |
| Value Class | | | Position | |
| Representation Invariant | | | Not needed in 2016-17 | |
| Interface | | | IFacade, IProgramFactory | |
| Anonymous Class | | |  | |
| Generic Class Definition | | |  | |
| Lambda Expression | | | World.getEntitiesSpecific() | |
| Stream | | | World.getEntitiesSpecific() | |