# Changes to Assignment 2 Implementation

* Added CropCapabilities to Crop and Farmer to identify if Crop is ripe or unripe. So, there is no need to make assumptions if the crop is ripe or unripe based on the size of allowableAction on Crop.
* Instead of **CraftWeaponAction** being responsible of creating the upgraded weapon from **ZombieLimb**, the subclasses of **ZombieLimb** are responsible. This is done to follow the Open/Closed Principle. Now **CraftWeaponAction** is open for extension by introducing new upgradable items without modifying it. To achieve this, an **upgrade()** method is added to the **ItemInterface** which returns an upgraded form of the item if it has one, else, it’ll return null.
* Originally, the name of the **ZombieLimb** is used to identify whether the limb is an arm or leg. This is a Connascence of Name (CoN) that an IDE cannot pick up and can lead to a bug that is hard to identify if the name of the **ZombieLimb** is changed. To avoid this, **ZombieLimb** is changed to an abstract class and has two subclasses – **ZombieArm** and **ZombieLeg**. This still has a CoN but it works to our benefit as an IDE can easily identify the bug.