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**Depreciation:**

StringLog : It is collection of strings with a single string that is name of collection. If adding a new string at that it previously determines the particular string and print whole string collection. There are two constructors.

The string Log interface defines seven abstract method that will be overridden later by real classes. To ensure ADT is usable at application level we must clarify the use of methods. To able to invoke a method the application programmer must know its exact interface : name of method, types of its arguments and its return types. The programmer must also be aware of the preconditions and assumptions that must be true for method to work correctly and effects of invoking the method .Establishing the preconditions for a method creates a contract between programmer who creates and programmer who uses the method. Now lets have a look at the various preconditions: The insert() function has a precondition that the StringLog must not be full. If we are implementing the StringLog using Array then the maxSize passed as an argument to the constructor must be greater than 0.

TriviaQuestion: TriviaQuestion and Triviagame class design most of the GUI application which are previously defined. It can simplified through abstraction and bottom up refinement .

**The following show about the depreciation:**

To use reference-based implementation of StringLog, simply replace in the constructor. The "new ArrayStringLog(...)" with "new LinkedStringlog(...)" all methods should remain unchanged because both ArrayStringLog and LinkedStringLog are inherited from the same StringLogInterface interface.