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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 method.
* 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 method .
* Establishing the preconditions for a method creates a contract between programmer who creates and programmer who uses 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 why and how about the depreciation:**

Each TriviaQuestion object has one or multiple answers. The StringLog ADT helps store these strings of answers. An answer can be inserted into the StringLog object and whenever tryAnswer() of the TriviaQuestion class is invoked, it will calls the contain() method within StringLog to check to see if the string passed into tryAnswer() is equal to any of the string stored in the StringLog object.