**Design/Implementation**

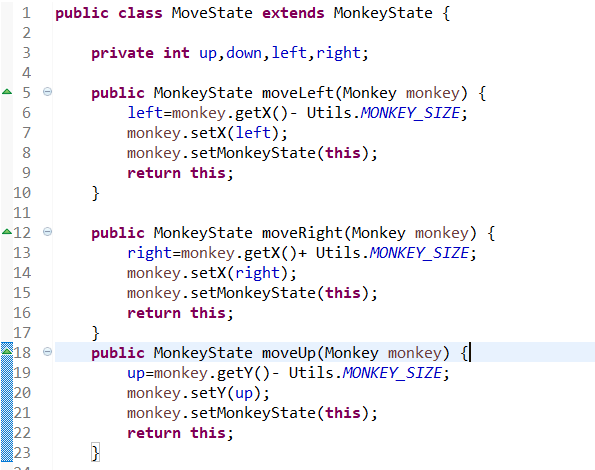
**Design:**

The Monkey Banana Game design is based on the state pattern. The Monkey is categorized into two states- Monkey moving and Monkey idle state. Once the Game starts the Banana and Monkey will be placed in a random location on the screen. Initially Monkey will be idle state, and when the user presses the direction keys the Monkey will be transitioned to Move state which can be move left, move right, move up and move down. After a specified time or when the specified no. of Bananas is eaten, the program ends.

**Implementation:**

The start java class will begin the program and creates, initializes the frame window using Java Swing framework. The Wonderland java extending JPanel class contains the actual Business logic for the game. The Wonderland class will draw the image of the Monkey and Banana initially. The Client class for the state pattern is the Wonderland Class and the Subject class is the Monkey class which represents the Monkey object that possesses the state dependent behavior. It defines all the operations like moveLeft, moveRight, moveDown and moveUp. It delegates the client requests to the MoveState and IdleState class. MoveState class which provides actual implemention of the transitions like up,down,right,left.

**Source Code of one of the State(Move):**

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