

Week 1 Lab 1

Questions and Answers

1. Who did you work with?

Rocco Estrada and Jaclyn Libhart

2. How would flyweight be used to improve the performance of a game

The game can refer to small sizes of whatever it wants to reference so you wouldn't take a performance hit on gameplay.

3. When would using flyweight be a good idea, when would it be a bad idea?

Flyweight would be good for immutable objects and would be a bad idea if you want to change those objects.

4. How would memento improve saving/loading a game

You wouldn't violate encapsulation of the data.

5. What other benefits could be derived from using the memento pattern (i.e. what game features might it allow aside from saving/loading)?

I believe from our talks in class like the traffic in Spiderman or crowds in video games is that you can save them as a GameState instead of its original reference. If I understand standing this correctly, say car A started on 1st street, then when you saved it on 3rd street. Now when you reload that saved state, car A should be on 3rd street.

6. Include a link to the repl.it of your code (I want this AND the files)

<https://repl.it/@ethanHerndon/Flyweight-and-Memento-Lab>

