

Software Design

Sequence Diagrams and Event Handling

Event Handler implementation

Points: 20

Due Date: Tuesday, September 20

Attached to this assignment are two sequence diagrams for the use cases of showing the game status at the end of a round and determining the winner at the end of a game. After class the current code of the guessing game that has been developed so far will be attached as well. Your task is to follow the sequence diagram and implement the code for each of these use cases.

Both use cases will be implemented as part of the make a guess event handler (and could be extensions of that use case). There are comments in the code indicating where your code should go.