

CSCD 212

Lab 7

Your Tasks

Human

- Humans are watched by Aliens and the Game Master
- Add PropertyChangedSupport
 - Ensure you check the passed in parameter for null and throw the IllegalArgumentException if it is null
- When the column changes create a change event with the property name of “col” the old column and the new column
- When the row changes create a change event with the property name of “row” the old row and the new row

Alien

- Aliens are watched by the Game Master
- Aliens watch Humans
- Add PropertyChangedSupport
 - Ensure you check the passed in parameter for null and throw the IllegalArgumentException if it is null
- In the recover method when the currentLifePoints change, create a change event with the property name “life points added” the old life points and the new life points
- Since Alien watches Human, you will need to add a method that checks the property name for “row” or for “col”. When the Human changes either row or column, this method will call the alien recover method.

GameMaster

- The GameMaster watches Humans and Aliens
- When an event from Human or Alien happens the GameMaster will determine the source of the event.
- If the source was “Human” then a humanChanged method passing the event is called.
 - humanChanged reports
 - If property name is “row” then the old row and new row are reported
 - Example: name of the player has moved from (0, 0) to (1,0)
 - If property name is “col” then the old col and new col are reported
 - Example: name of the player has moved from (0, 0) to (0, 1)
- If the source was “Martian” or “StarBellySneetch” then a alienChanged method passing the event is called.
 - alienChanged reports
 - If property name is “life points added” then alien name has healed from old life points value life points to new life points value life points