Reflecting on designing Kalah for Changeability

Matthew Eden
Department of Electrical, Computer and Software Engineering
University of Auckland
Auckland, New Zealand
mede607@aucklanduni.ac.nz

***Abstract*—As part of an investigation into changeability, I was tasked with creating an implementation of Kalah that followed an object-oriented design and aimed to have high changeability. This design was then subjected to 2 change cases, one concerned with the game output and another concerned with replacing one player with a bot. Through these change cases I gained some understanding of changeability and what it means in practice.**

***Index Terms*—kalah, mancala, changeability, java**

I. Designing for Changeability

II. Understanding Changeability through Change Cases

III. Moving Forward with Changeability in Mind

References

[1] M. Eden, "Implementing Kalah with a Changeable Object-Oriented Design", in Canvas, SOFTENG 701, Assignment 3 Submission
[2] M. Eden, "Implementing the Change Board Orientation change case", in Canvas, SOFTENG 701, Assignment 4 Submission
[3] M. Eden, "Implementing the Best move or First robot change case", in Canvas, SOFTENG 701, Assignment 5 Submission
[4] B. Meyer, "Reusability: The Case for Object-Oriented Design", in IEEE Software, vol. 4, no. 2, pp. 50-64, March 1987, doi: 10.1109/MS.1987.230097