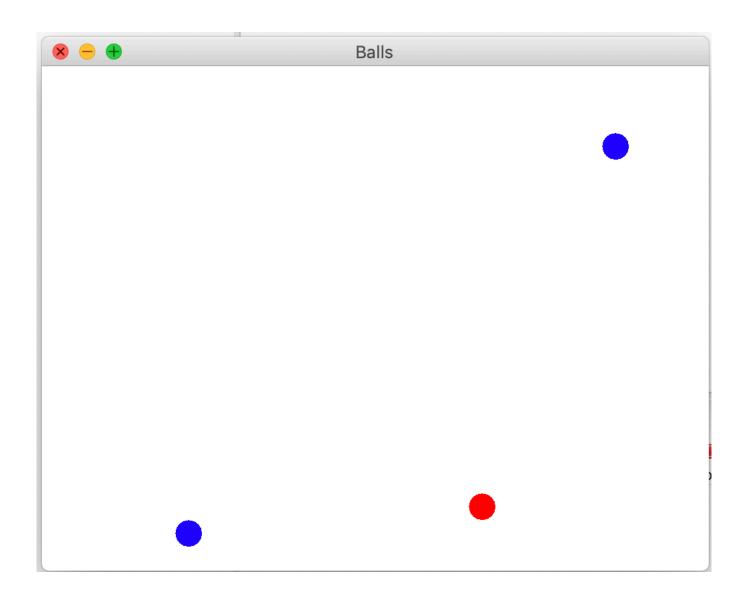
## Assignment

2015004239 정성운



```
\hookrightarrow
 assignment 1
                                package exam04.strategy;
  ► March JRE System Library [Jav
                                public class Client {
  ▼ <del>#</del> src
                                    private static final int INIT_LOCATION[] = {50, 100, 150};
    ▶ A assignment1
                             5 ⊕
                                    public static void main(String[] args) {
    ▶ Æ assignment2
                                         Ball balls[] = new Ball[3];
                             6
                                         for (int i = 0; i < balls.length; i++) {</pre>
    ▶ <del>M</del> assignment3
                                             balls[i] = new Ball(INIT LOCATION[i], INIT LOCATION[i]);
                             8
    exam04.strategy
                             9
                                             balls[i].start():
       ► J Ball.java
                            10
                                         }
       BallFrame.java
                            11
       ▶ J BlueDrawStrategy
                            12
                                         balls[0].setDirectionStrategy(new HorizonalMoveStrategy());
                            13
                                         balls[0].setDrawStrategy(new BlueDrawStrategy());
       Client.java
                            14
       ▶ J DiagonalMoveStra
                            15
                                         balls[1].setDirectionStrategy(new VerticalMoveStrategy());
       16
                                         balls[1].setDrawStrategy(new BlueDrawStrategy());
       ▶ ☐ DrawStrategy.java
                            17
                            18
                                         balls[2].setDirectionStrategy(new DiagonalMoveStrategy());
       Field.java
                                         balls[2].setDrawStrategy(new RedDrawStrategy());
                            19
      ► I HorizonalMoveStr
                            20
       RedDrawStrategy.
                                         new BallFrame(balls);
                            21
       VerticalMoveStrat
                            22
                                    }
    test
                            23
```

## Strategy 패턴의 각 역할을 어떤 클래스가 하는가?

1. Context Ball

<u>2. Strategy</u>
DrawStrategy, DirctionStrategy

3. Concrete Strategy
DrawStrategy =
BlueDrawStrategy/RedDrawstrategy

DirectionStrategy = HorizontalMoveStrategy/VerticalMoveStrategy/DiagonalMoveStrategy