

Casino Simulator Refactor

Paige Johnson, Derek Gorthy, Michael Condon

April 6, 2017

Original Class Diagram

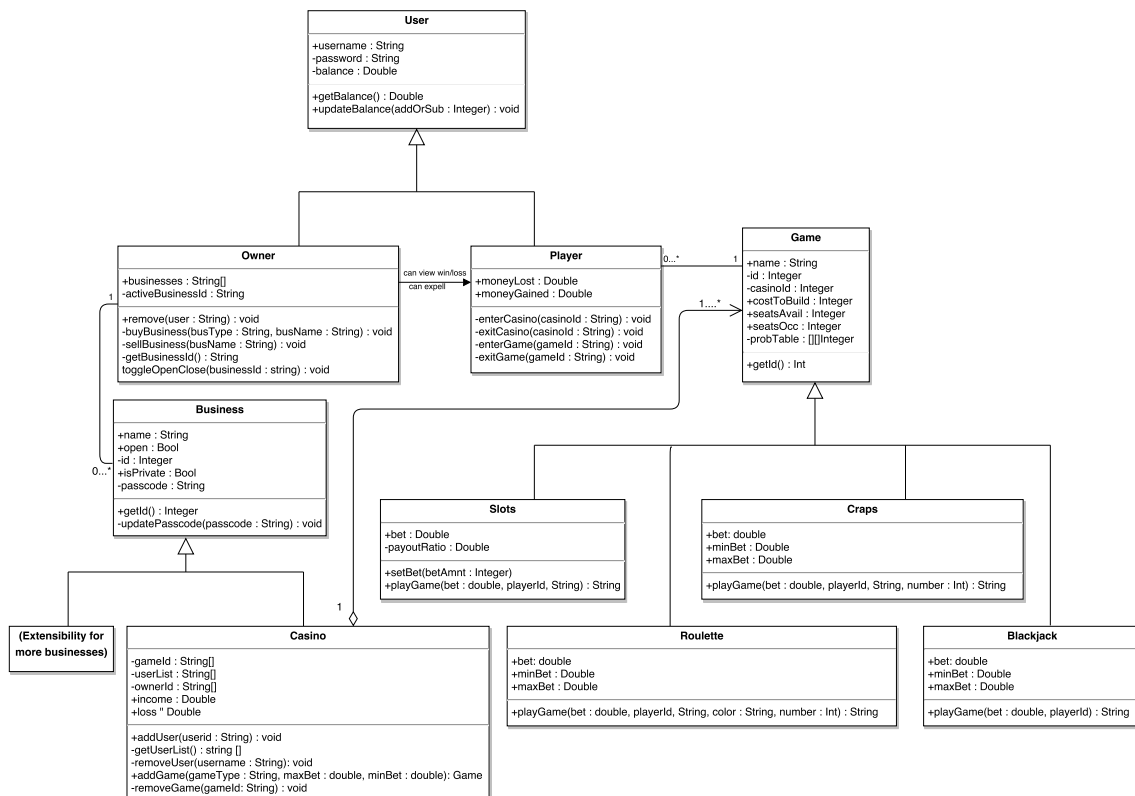


Figure 1: Class Diagram

Refactored Class Diagram

2.1 Modifications

2.1.1 Model View Controller

The feedback that we had on our original class diagram was that we did not have a controller. In order to fix that we created both a controller class, UI classes, and an input handler. These classes, along with User and Business as the "Model Classes" use the MVC design pattern.

2.1.2 Decorator Pattern

We realized that having a different subclass for every single game would get extremely cluttered if we wanted to add more games. We decided to fix this by using the Decorator Design Pattern. This way we can dynamically assign behaviors to each game depending on what we want to load.

2.2 Diagram

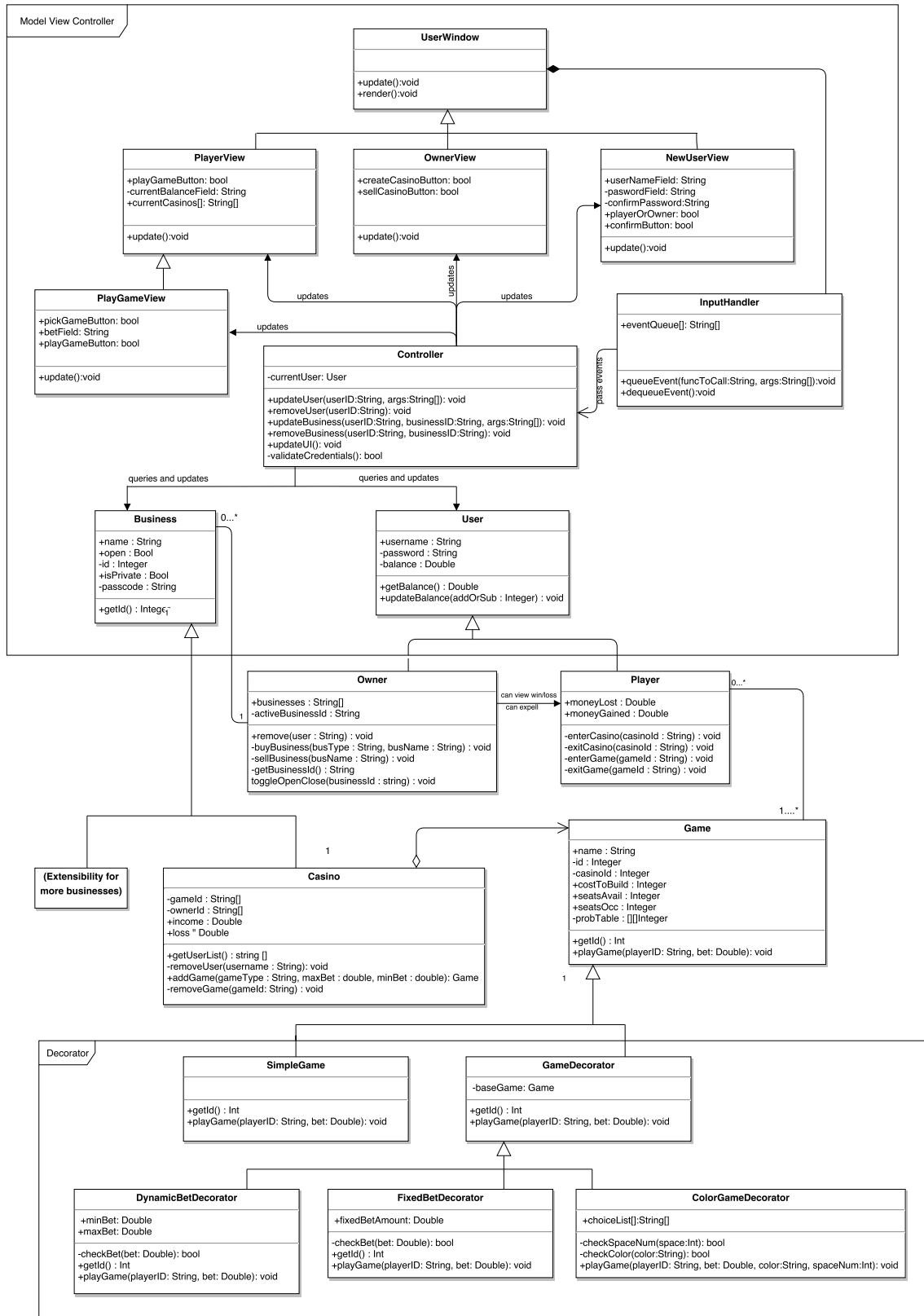


Figure 2: Class Diagram