**Parametrized classes**

We’ve used the following parameterized classes:

*List<Entry<String, Integer>> highscore*

*List<Image> sprites*

*List<Enemy> enemies*

We have used these parametrized classes, because it was easier to sort them and change them without doing many actions.

Next to that parametrized classes offer compile time verification. This is not present in non-parametrized version of the class.

As last parameterized classes don’t throw ClassCastException as Type verification was already done at compile time.