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Homework 4 Design Decisions

In this program, we practiced the “Observer” strategy. One thing I was surprised about was the fact that Eclipse stated that the “Observer” class and interface had been deprecated, which seemed odd because I was unsure what Java used to replace it. The OceanExplorer class played a large part in setting up the JavaFX stage and updating the scene, etc. However, when it was time to actually move the pieces the OceanExplorer class always delegated the implementation of that movement to the Ship and PirateShip classes that extended Observable and Observer, respectively. I used a Linked List in order to hold the PirateShip classes that I instantiated in the game. With regards to other classes I needed, I required an OceanMap class to hold the details of the actual map, and also to hold the implementation of the method to draw the map itself onto the screen.