Shane Johnson

Software Engineering

HW4

Reflection

To implement the added stretch features, I needed my Ship class to extend observable and my PriateShip class to implement observable. After creating the images in within my project, this use of the observer allowed me to program the pirate ship to follow the location of the actual ship. In this instance, the pirate ship was the observer observing the ship. The other classes were OceanExplorer which used the launch(args) to properly launch the GUI and OceanMap created the dimensions needed for the interface of the GUI. I really enjoyed this homework assignment as it is much more fun to work on something when you create an user interface to physically show off your program. I did have some troubles submitting the assignment to my GitHub and the actual ColumbusGame package is located in the hwk2 folder in my repository.