

IntroLab

Number	Class	Depends on	Dependency Depth
1.	SpaceObject	Game	5
2.	Enemy	Game, SpaceObject	6
3.	Player	Game, SpaceObject	6
4.	PlayState	Player, Enemy, GameKeys, GameStateManager	3
5.	GameState	GameStateManager	2
6.	GameStateManager	GameState, PlayState	1
7.	GameKeys	-	0
8.	GameInputProcessor	-	0
9.	Game	GameInputProcessor, GameKeys, GameStateManager	4
10.	Main	Game	5

JavaLab

Number	Component/Library	Depends on	Dependency Depth
1.	Collision	Common	1
2.	Asteroid	Common	1
3.	Enemy	Common	1
4.	Player	Common	1
5.	Common	-	0
6.	Core	Common, Player, Enemy, Asteroid, Collision	2

Reflection

In the monolithic application “IntroLab” the dependencies are all over the place and the depth goes far were the “JavaLab” has a much flatter depth which first of all look a lot more simple to apply changes to since only one or a few files needs modification when remove, updating or added things to modules or completely new modules.