# IntroLab

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| 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

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| 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.