Code Analysis Activity – Game of Nim

Working in your assigned group, you will develop a detailed understanding of the Startup/Model/View/Controller framework by analyzing how it has been implemented in the Game of Nim program.

Step 1

Using a teacher provided shared Google Docs create a document that describes the purpose of all Classes & their methods in the 4 classes. Structure your description based on the classes. Within each class section list the methods within the class (in the order they are declared in the class) along with a description of what the method does.

For example, your description should look like this:

Class: Game of Nim

First code executed to initialize the Game of Nim program.

Method(s)

main()

Main creates instances of the game Model NimGame and game View NimGUI classes and displays the Swing GUI.

When complete. please download this as a pdf and submit the pdf file to the Discussion Forum as Step 1 – Game of Nim Structure.

Step 2

Trace (in detail) the following events for the Game of Nim:

1. The program start.

2. The action of entering text into the Red player text field.

You may use bullet point written text to record how these events are processed.
Make specific references to the code class, methods and program statements including line numbers when needed.

When complete. please download this as a pdf and submit the pdf file to the Discussion Forum as Step 2 – Game of Nim Events.