Interface Contracts - Asteroids game

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| --- | --- |
| SPI | IGamePlugin |
| Operation |  |
| Description |  |
| Parameters |  |
| Pre-condition |  |
| Post-condition |  |

|  |  |
| --- | --- |
| SPI | IEntityProcessingService |
| Operation |  |
| Description |  |
| Parameters |  |
| Pre-condition |  |
| Post-condition |  |

|  |  |
| --- | --- |
| SPI | IEntityPostProcessingService |
| Operation |  |
| Description |  |
| Parameters |  |
| Pre-condition |  |
| Post-condition |  |

Specify at contract level (operation contracts in unified process), the required and provided

interfaces based on identified components. That is, specify pre and post-conditions for each

operation of the component.

Et billede, der indeholder tekst

Automatisk genereret beskrivelse