[JavaLab]
Java Service Loader

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Introduction: In this project, the simple Asteroids game from previous project [GamesLab], is re-factored to use the *ServiceLoader* available out of box in Java platform Standard Edition.

Objectives: The goal of this assignment is to: 1) to understand the pros and cons of the basic ServiceLoader extension mechanism provided by the Java standard platform, 2) to understand the primary reason for introducing component interfaces, and 3) what a whiteboard component model looks like and how to use it.

Classwork:

- Follow the steps in [Creating Extensible Applications] and try out [The dictionary example] to get acquainted with the Java ServiceLoader mechanism. This part of the lab is optional and only for extra tutorials.

- Automate the Component Assembly from previous [GamesLab] using the build-in *ServiceLoader* in Java (whiteboard component model). A *ServiceLoader* helper class is provided in here in project [AsteroidsServiceLoader].

Resources:

- [Java 7 SE ServiceLoader API]