Answer one of the following questions for full credit for this assignment. Your solution should be between fifty and one hundred words. Place your questions in the “Answer” section below. Be certain to number your answers with the same number that is associated with the question.

1. What are the four classes that are part of the Astrocrash design? How do they cooperate in running the game?
2. What is meant by extending a class through inheritance?
3. Why do programmers try to minimize repeated sections of code in a program?
4. What are the basic guidelines used to name key constants?
5. How is music handled differently than sound by the livewires game engine?

ANSWERS:

Programmers try to minimize repeated sections of code because repeated sections “bloat” code. This can cause maintaining code to be harder. If you want to change a common interaction between 3 different classes, but it is repeated code, you have to make 3 changes instead of one. Having one place to call that code allows for changes much quicker, and it is easier to find.