



<p>Show me a class in your code where there could be either static or dynamic binding. Write some mock code on this paper showing how you would set the static type and dynamic type of a variable.</p> <p>Super Class: <b>SkeletonScriptDataBC</b></p> <p>Sub Class: <b>SkeletonScriptData</b></p> <p>Virtual Function: <b>setHealth(float damage)</b></p> <p>Choose a dynamically bound method. What method gets called now?</p> <p>Change the dynamic type. What method gets called now?</p> <p>Pick a statically bound method. Which one would be called in each of the two previous cases?</p> <p>Show me an example of reuse in your code where you violate copyright law. How does it violate copyright?<b>I sampled sounds directly from Minecraft for the skeleton. Minecraft could argue that the usage of their skeleton for InBetween's skeleton is not transformative and therefore falls under copyright infringement.</b></p> <p>What did you have to do to integrate it with the code you wrote? What are the legal implications if you market your code with the re-used portion? Use fair use to argue that you can use this anyway.</p>	<p>/3</p>
<p>4. One big or two small, well-chosen patterns. Small Patterns = {Singleton, Private Class Data} Which patterns did you choose?</p> <p>1. <b>Strategy</b></p> <p>Why did you choose each pattern? (Justify your use of it).</p> <p>Draw the class diagram for your pattern(s).</p>	<p>/4</p>

<p>Would something else have worked as well or better than this pattern? When would be a bad time to use this pattern?</p>	
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