You need to write a concise report detailing and explaining the coding you have done. The report must contain:

• A description of each of the classes you added and any modifications you made to the existing classes.

• A description of all the Java concurrency features you used and why they were necessary (e.g., atomic variables, synchronized classes, synchronized collections, barriers, etc.).

• You will need to explain how you wrote the code to ensure:

1. thread safety (for both shared variables and the Swing library). You should describe when you need to protect data and when you don’t – and explain why,

2. Thread synchronization where necessary

3. liveness

4. no deadlock.

• An explanation of how you validated your system and checked for errors (esp. race conditions).

• An explanation of how your design conforms to the Model-View-Controller pattern.

• Any additional features/extensions to (or improvements on) the basic game that you think merit extra credit. There are many things that you can do to improve this game. However, the game must still conform to the basic operations set out above.

-Add comments to code

-rewrite code for safety

Upload writeup, makefile and git log -all

WRNZAK001\_CSC2002S\_Assignment2.tar