

CS 230 Project One Milestone Assessment

Overview

This assessment includes implementation of Singleton and Iterator design patterns in a Java-based GameService application. It demonstrates your ability to convert design requirements into practical code.

Files Included

- GameService.java
- ProgramDriver.java
- SingletonTester.java
- CS230_GameApp_Project.zip
- README_CS230_Project.txt

Design Patterns Used

Singleton Pattern:

- Controls access to GameService instance using a static reference.

Iterator Pattern:

- Used to ensure no duplicate game names by looping through game list.