Software Components

# Assignment 3: JavaLab - week 8

In this assignment, an SPILocator class is added to the project, to automate component assembly. The SPILocator class finds implementations of the projects main interfaces - IGamePluginService and IEntityProcessingService.

These interfaces are seen as services. The classes implementing these services - in this case classes that are part of Player and Enemy - are seen as service providers, because they provide an implementation of the service.

These service providers can be recognized by looking at their respective META-INF folders, located in ../src/main/resources/META-INF/services.

# Assignment 4: NetbeansLab 1 - week 9