



The University of the West Indies, St. Augustine
COMP 3607 Object Oriented Programming II
2020/2021 Semester 1
Lab Tutorial - Week 8

This tutorial focuses on design patterns

Learning Objectives:

- Write code to implement the following design patterns:
 - **Strategy, Template Method**
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- 1. Write code to implement two simple games using a combination of the **Strategy** and **Template** method patterns. The games should have the following design:

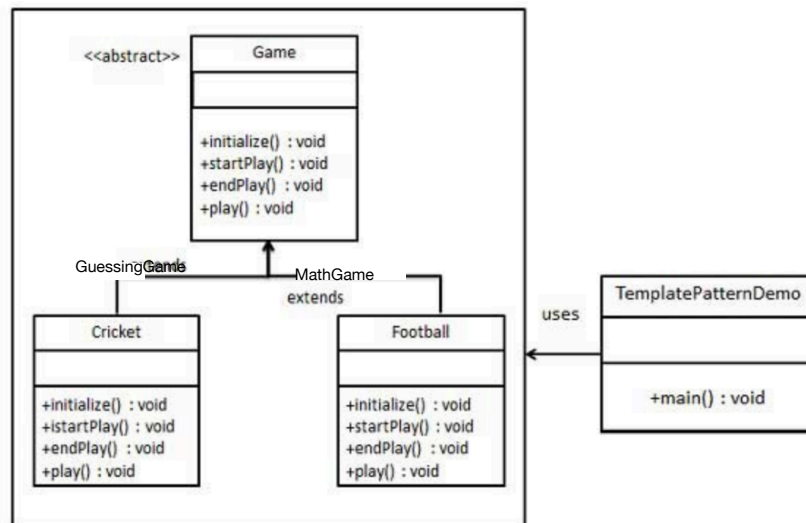


Figure 1. Class Diagram

- The **GuessingGame** asks the player to guess which animal the game is thinking of. The player can only guess once and is told whether the answer is correct or not. Cater for up to three questions.
- The **MathGame** asks the player to calculate the sum of two randomly generated numbers. The player can try up to three times to get the correct answer otherwise the game moves on to the next question. Cater for up to three questions.