Eirika Sawh

SLogo Code Masterpiece

October 30, 2014

Code Masterpiece

I think that these classes were well designed because it allows for multiple turtles to be easily implemented and shows a useful hierarchy. Since both TurtleGroup and TurtleHandler have to have the GeneralTurtleHandler methods, it keeps them consistent and allows, for example, the Commands to act on a GeneralTurtleHandler and not have to worry about whether or not it is acting on a single or multiple Turtles. As we had discussed in class, the TurtleGroup class makes a point to call the same methods in the single TurtleHandlers based on what are the active turtles, which I feel is simple and again delegates the responsibility and assumes it will be done by the TurtleHandler. Also, I chose to keep things such as **int** lastShowing = 0;

**for** (TurtleHandler turtle : activeTurtles.values())

lastShowing = turtle.getShowing();

**return** lastShowing;

for consistency in the code, as the other methods had similar for each loops as well. Also, in the case that these methods in the single TurtleHandlers did extra things, this would ensure that each active Turtle did that.

The only repeated code were these for each loops, but I don’t think there was a way to not loop through in one way or another.

The most important things to test would be changing multiple turtles’ values vs changing a single turtle, as well as changing the active turtles correctly. The specific bugs to look out for would be keeping the same active turtles, or just changing one turtle when trying to change multiple turtles. Thus, the tests would be changing a single turtle and then multiple turtles and checking to see if they changed the same way, as well as changing all turtles in a group at one time, switching the active turtles, then changing the new active turtles and making sure that only they changed.

Note: Although the three classes look lengthier than the assignment asked for, I feel as though it’s much shorter in that the GeneralTurtleHandler is just a framework for TurtleGroup and TurtleHandler, and TurtleGroup mainly just loops through active turtles and calls the same methods on them, making it shorter to read than it seems.

Also, TurtleTest is the testing class I created.