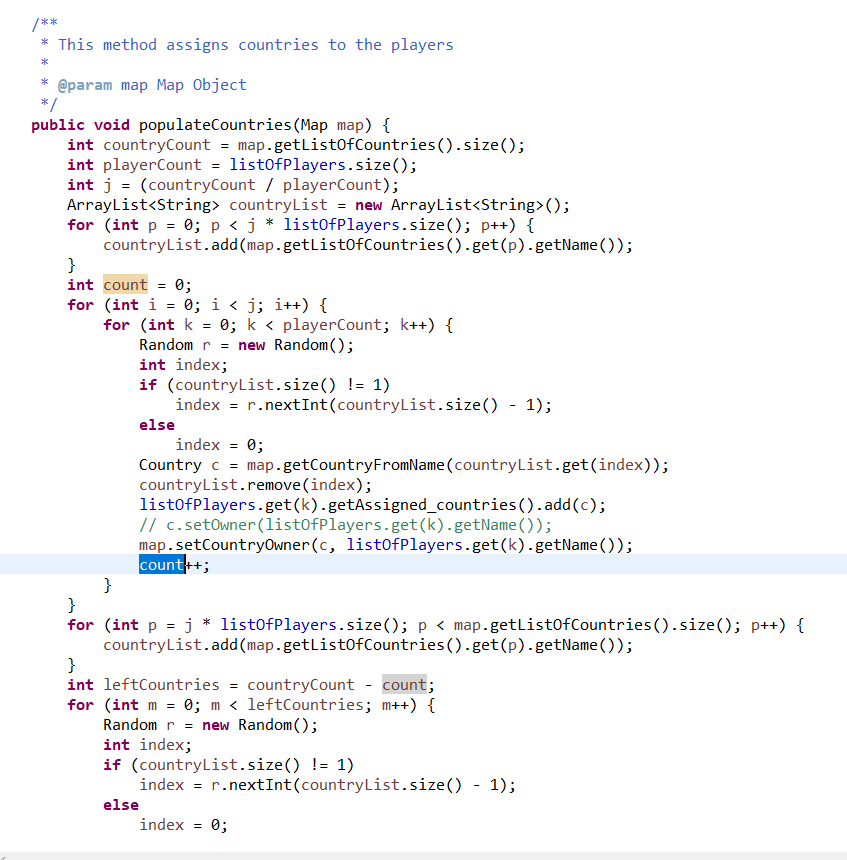
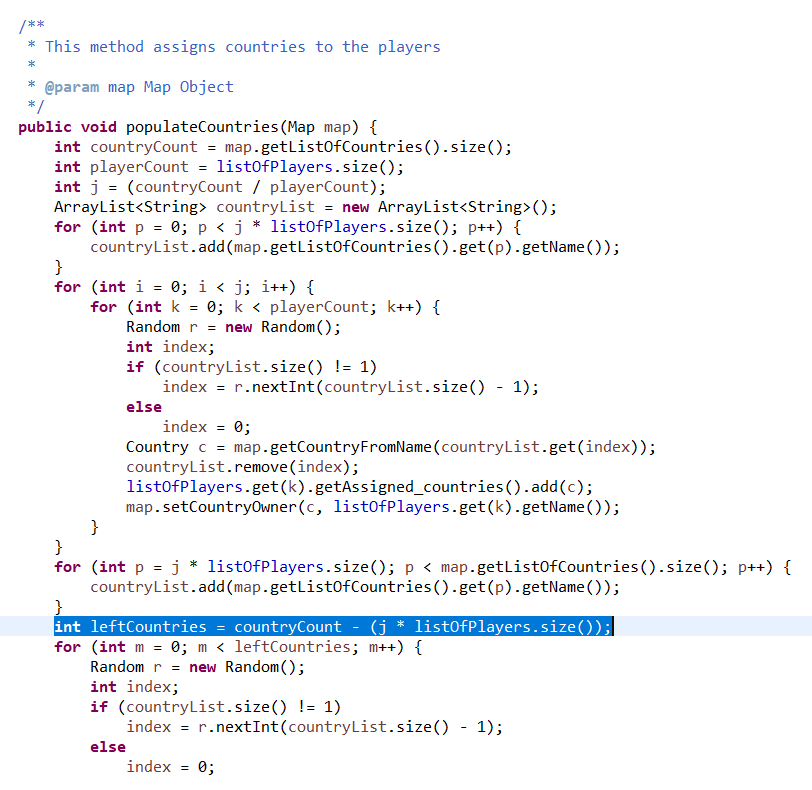
1. The variable count used in populateCountries() was removed as it wasn’t necessary.

Build 2-

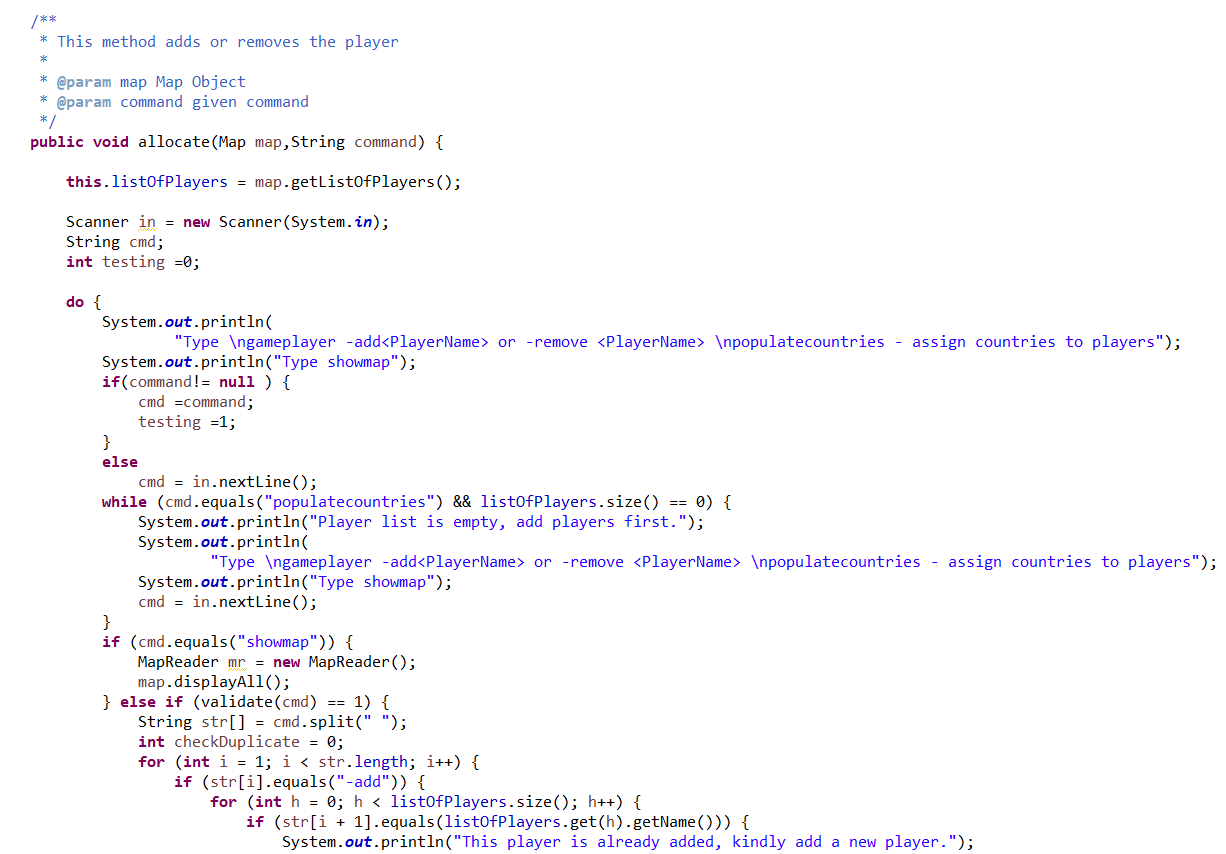


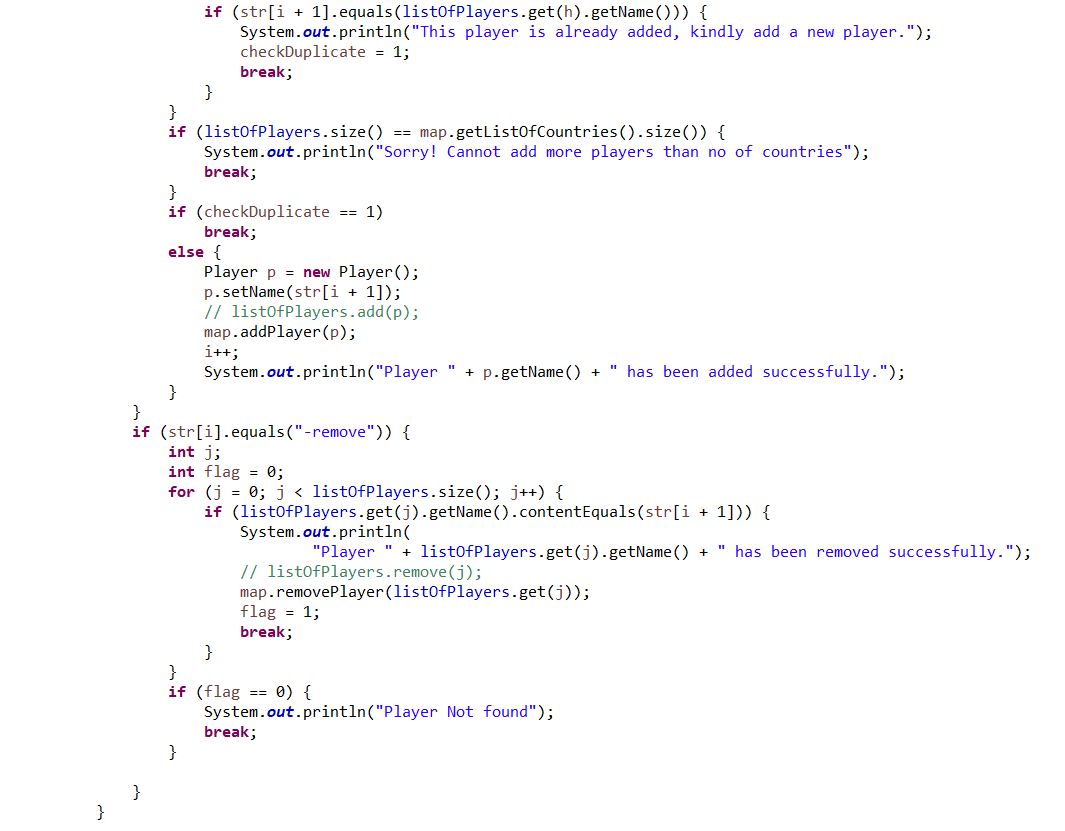
Build3-

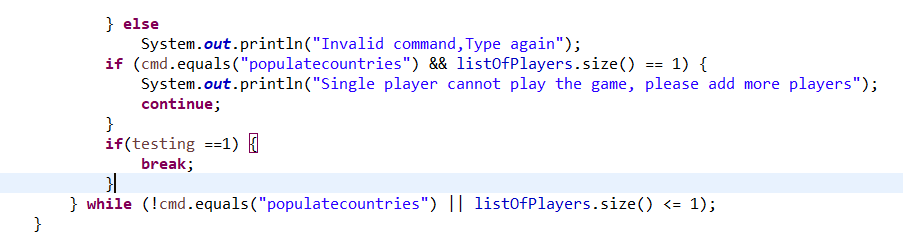


1. Added exception handling in allocate() function of class PlayerAllocator.

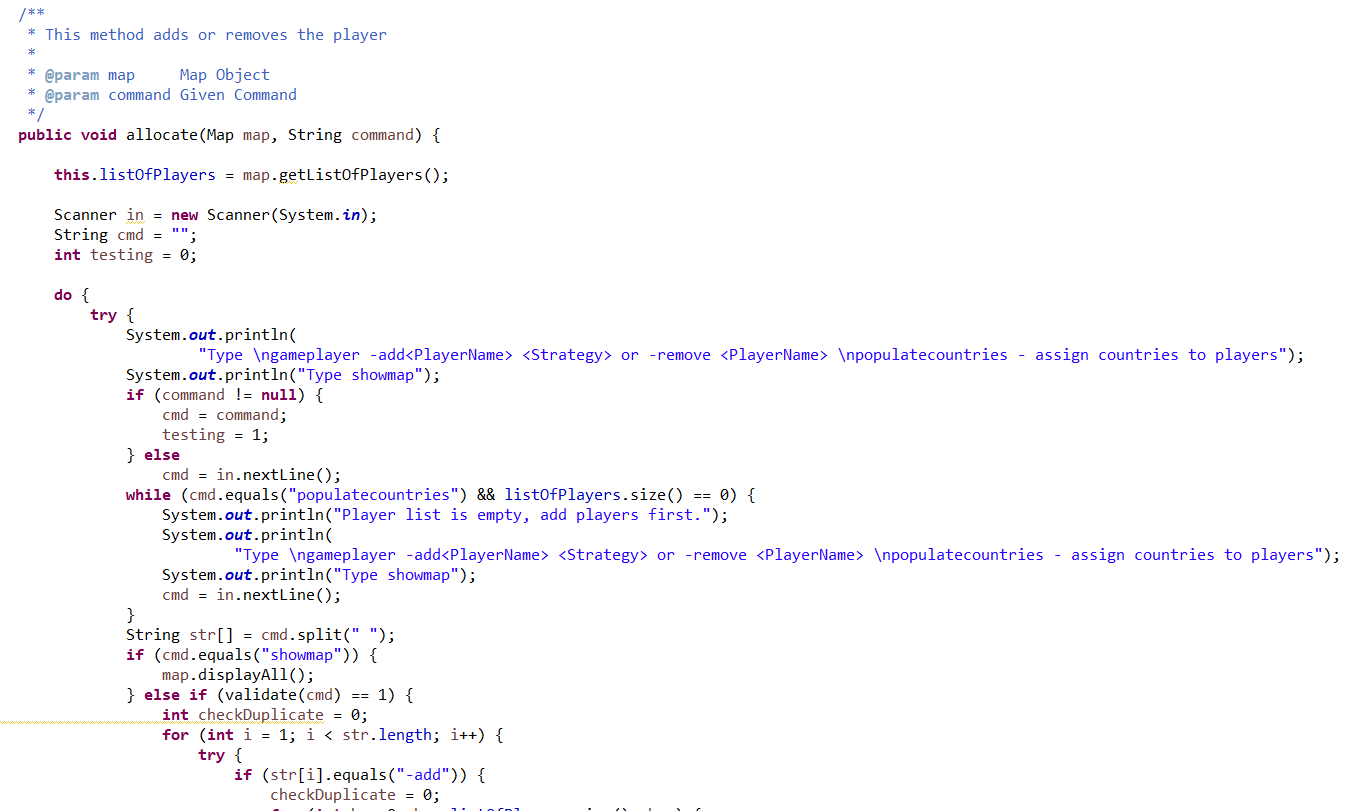
Build 2-

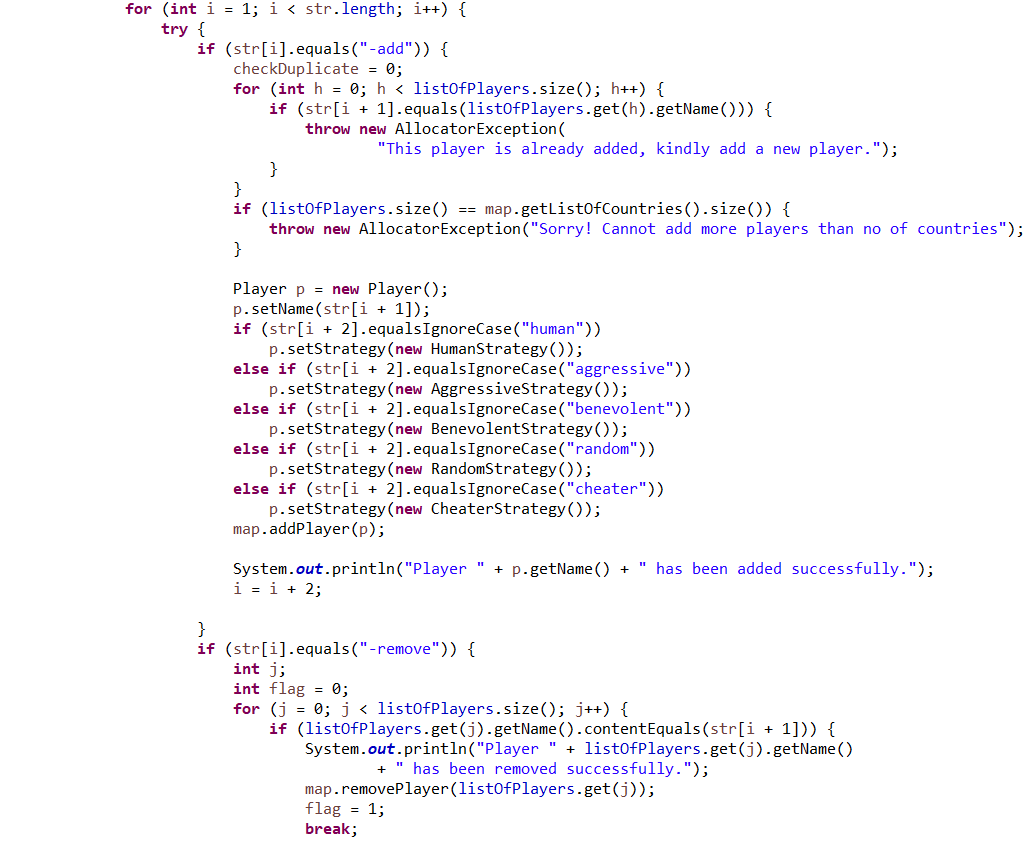




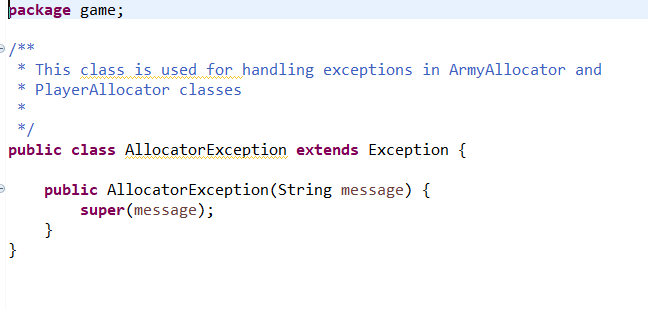


Build3-







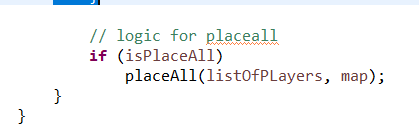


3.Added exception handling in placeArmy() function of class ArmyAllocator.

Build2-







Build3-

