**SOFTWARE CONSTRUCTION 2**

**LAB PREPARATION**

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**BY**

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GAME CLASS

I generated the current room, There is a static getGameInstance that investigates if there is active game, it gives a feedback to the class “player”.

The player takes its possession and passes a signal to the GUI for printing.

PLAYER CLASS

The player class has the object of the gui and game, it invent the items and the stacks in the game respectively. Whenever the method play is called it generates the interface of the GUI thus, the button takes up the command.

GUI CLASS

This is the class that implements every action and enables display of the game. I generated gui interface which has a component of the text and buttons, I connected the commands to the buttons by so doing enabling the functionality of the power class.