Extensibility and Reusage Report

Janki Chauhan U87928510

Zhi Zheng U92700642

Reuse:

Player:

Both have in A1, but not complete

Game:

Janki, modified to card-based games

Rule(I):

Janki, remove methods for board-based games

GameController:

Gia, change the implementation for card games

1. Player

We have a general player class which can be use for all types of games, be it board games or card games. We then extended it to the superclass TEPlayer specifically for the game Trianta Ena where we added fields specific only to this game. This way the Player class can be extended to play any other game by adding fields specific to that game.

1. Game

We already had the board game class. We realized that we couldnt completely reuse all the methods from the previous assignment since they were specific to board games only (like printing the board, etc.). In this game class, we modified the methods to incorporate card games. However, a better generalization of the Game class is possible if we write methods common to both types of games and then create sub classes for Board and Card where we can have methods specific to these types. These classes can then in turn be extended to a particular game. However, this creates a deep hierarchy, which we did not want to implement. Therefore, we just modified the Game class.

1. Rule (Interface)

Rules Interface from the previous assignment had methods specific to board games. As of now, we have put two methods in it which can be generalized to all types of games. It is possible to add more methods to this interface to have a better defined structure for any game.

1. Game Controller

Game Controller class was taking input from the user for board games. We have modified it to take an input for the card game. However, it would be better to create a general class to take inputs and add specifications to new sub classes extending thee Game Controller class. We haven’t followed this because we are not sure about the tradeoff between extendibility and a deeper level of hierarchy.