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Project Release 3

   For this release, we refactored the code to implement a State design pattern, which allows the simulation to be paused, reset, run, and closed. Three classes implementing a State interface were used, and movement between them is triggered by JFrame menu commands. An enumeration is used in the State interface to create meaningfully named constants for the state checking functions used in the context class' function code.

The locations in the code for this pattern implementation are:

State.java

StartState.java

PausedState.java

ClosingState.java

MeleeSim.java, beginning with line 15.

GeometryMelee.java, within constructor and actionPerformed function.