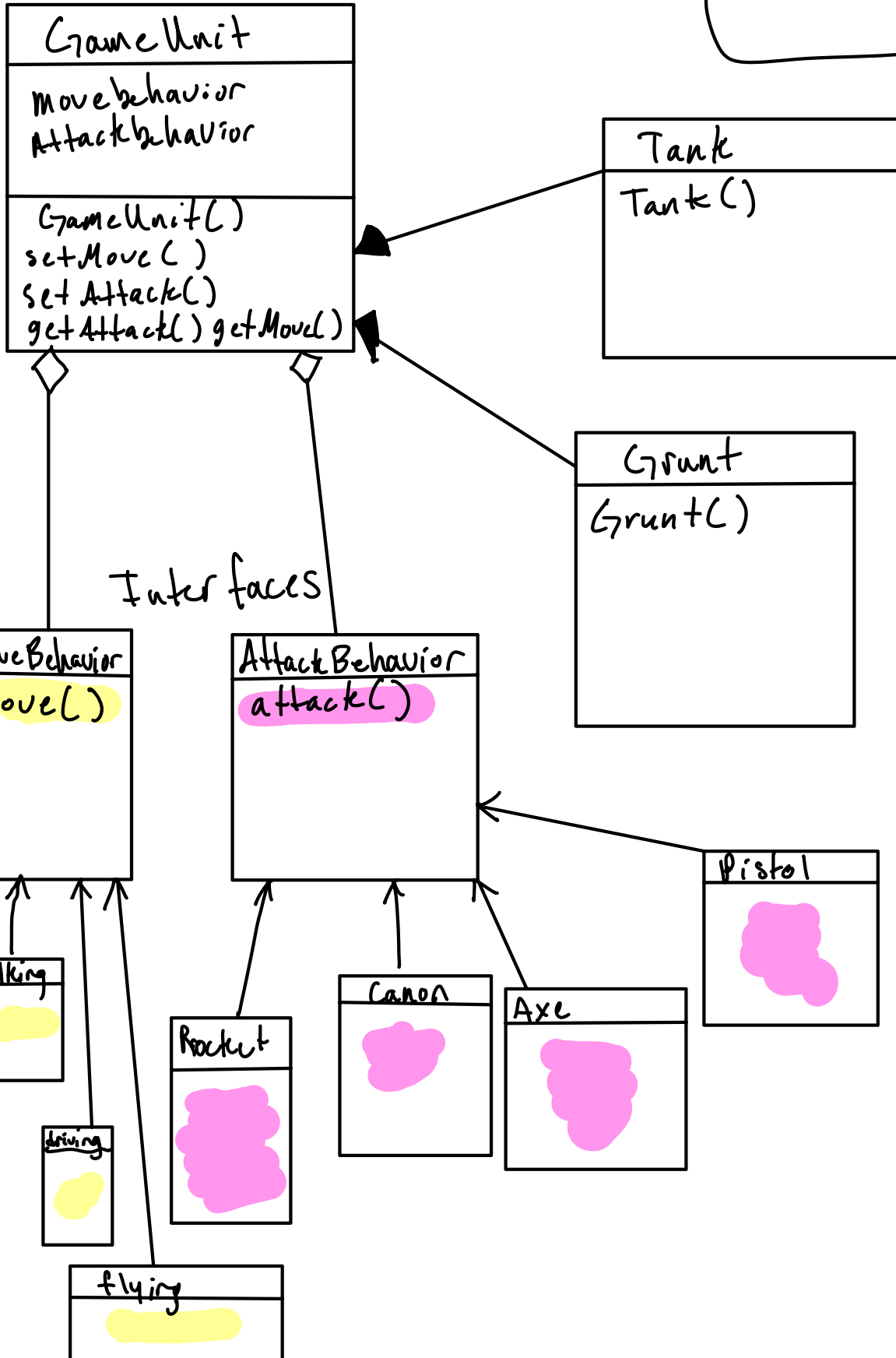


CS 330

Mason Haines
Alex Perez

In Class 9/3/2024



Assignment 1) Everything moves, so composition for that attribute would be better suited to not be re-written everytime. This also goes for attach

Assignment 5) Grunt and Tank use inheritance from game unit.

Polymorphism: GameUnit grunt = new Grunt (new Walk(), new Pistol())

Encapsulation: MoveBehavior, every unit has one. User doesn't care which as long as it moves

Assignment 6) More complexity for setup as well as the scale of code. Additionally making sure to separate via composition if it is overwritten or used for all in the same way.