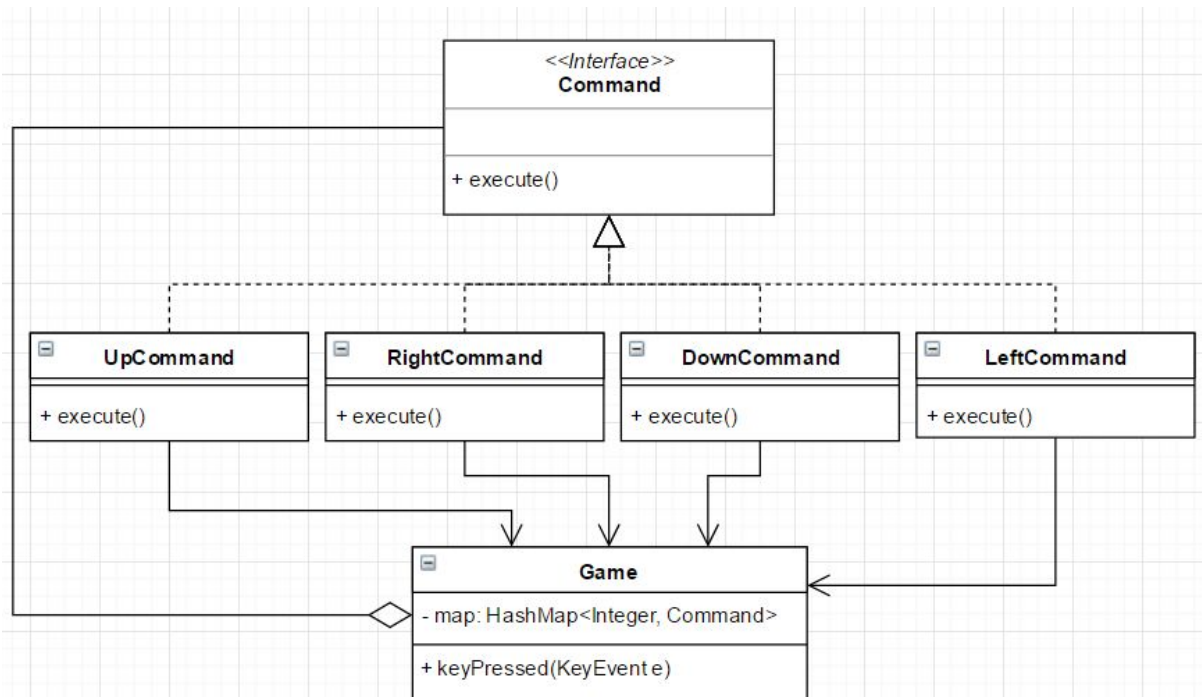


Assignment 2

1. Write a natural language description of why and how the pattern is implemented in your code.

For the second assignment we implemented the command pattern. We used the pattern in the game class to have commands for our 4 key strokes up, down, left, and right. We used this pattern to reduce complexity in the game class and to improve readability, testability and extensibility. To implement the pattern we introduced an interface command which is implemented for the 4 commands. A hashmap maps the keys to the respective command implementation. This commands can then be executed by calling a method. The execution of the logic takes in the command class place.

2. Make a class diagram of how the pattern is structured statically in your code.



3. Make a sequence diagram of how the pattern works dynamically in your code.

