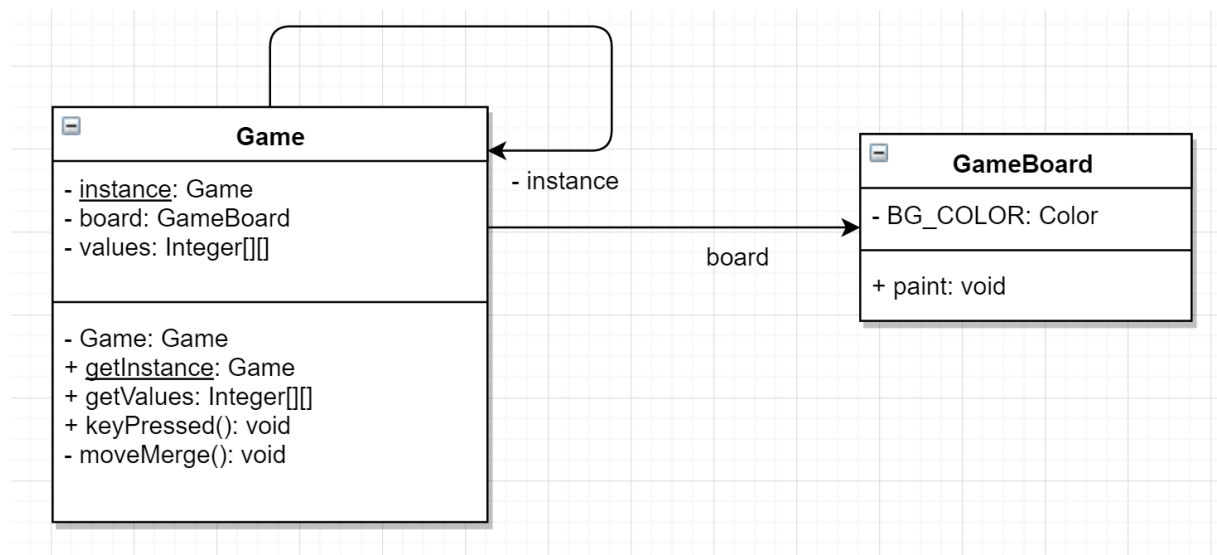


Assignment 1

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

The singleton pattern has been used. This pattern turned out to be useful for the Game class. The game class stores the state of the game and there should only be one of this kind. By using the singleton pattern as shown in the class diagram in the second task, this was achieved.

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.

