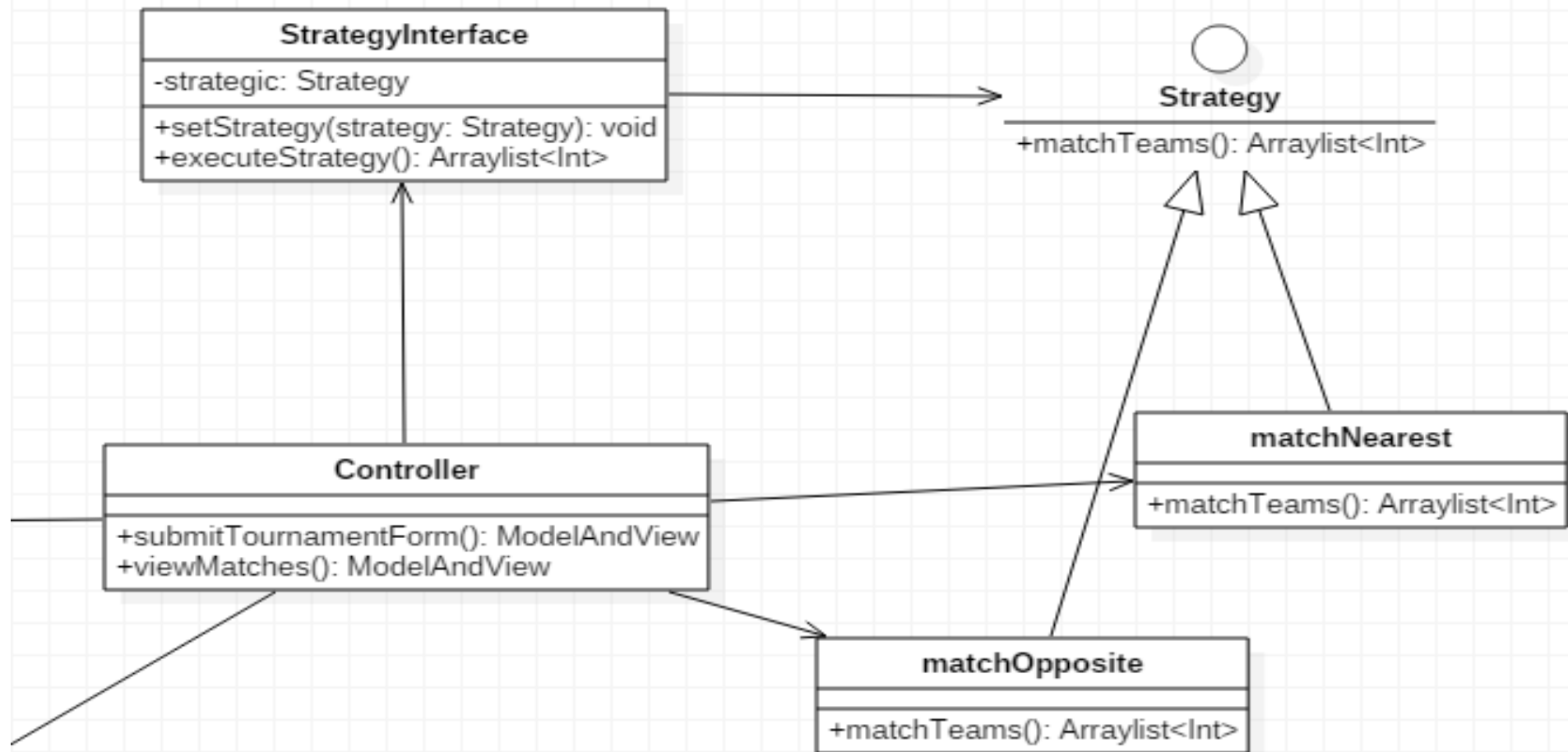


08_GameDashBoard Strategy



Strategy

```
1 package com.gontuseries.studentadmissioncontroller;
2
3 public interface Strategy {
4     int[] matchteams();
5 }
6
```

StudentAdmi... Insert titl... Strategy.java matchOp

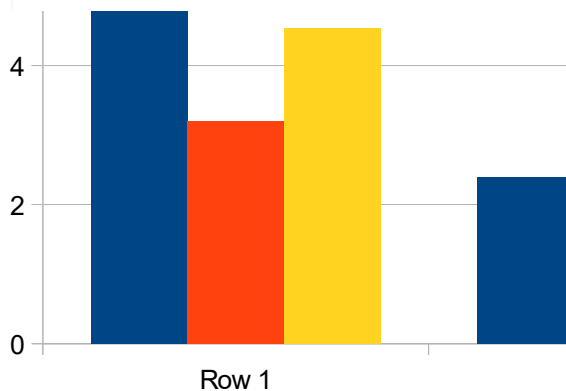
```
1 package com.gontuseries.studentadmissioncontroller;
2
3 public class matchOpposite implements Strategy {
4
5     @Override
6     public int[] matchteams() {
7         int[] matches = {1,8,2,7,3,6,4,5};
8         return matches;
9     }
10
11 }
12
```

Strategy Interface/Context

```

1 package com.gontuseries.studentadmissioncontroller;
2
3 public class StrategyInterface {
4     private Strategy strategic;
5     public void setStrategy(Strategy strategy) {
6         this.strategic = strategy;
7     }
8     public int[] executeStrategy() {
9         return strategic.matchteams();
10    }
11 }
12

```

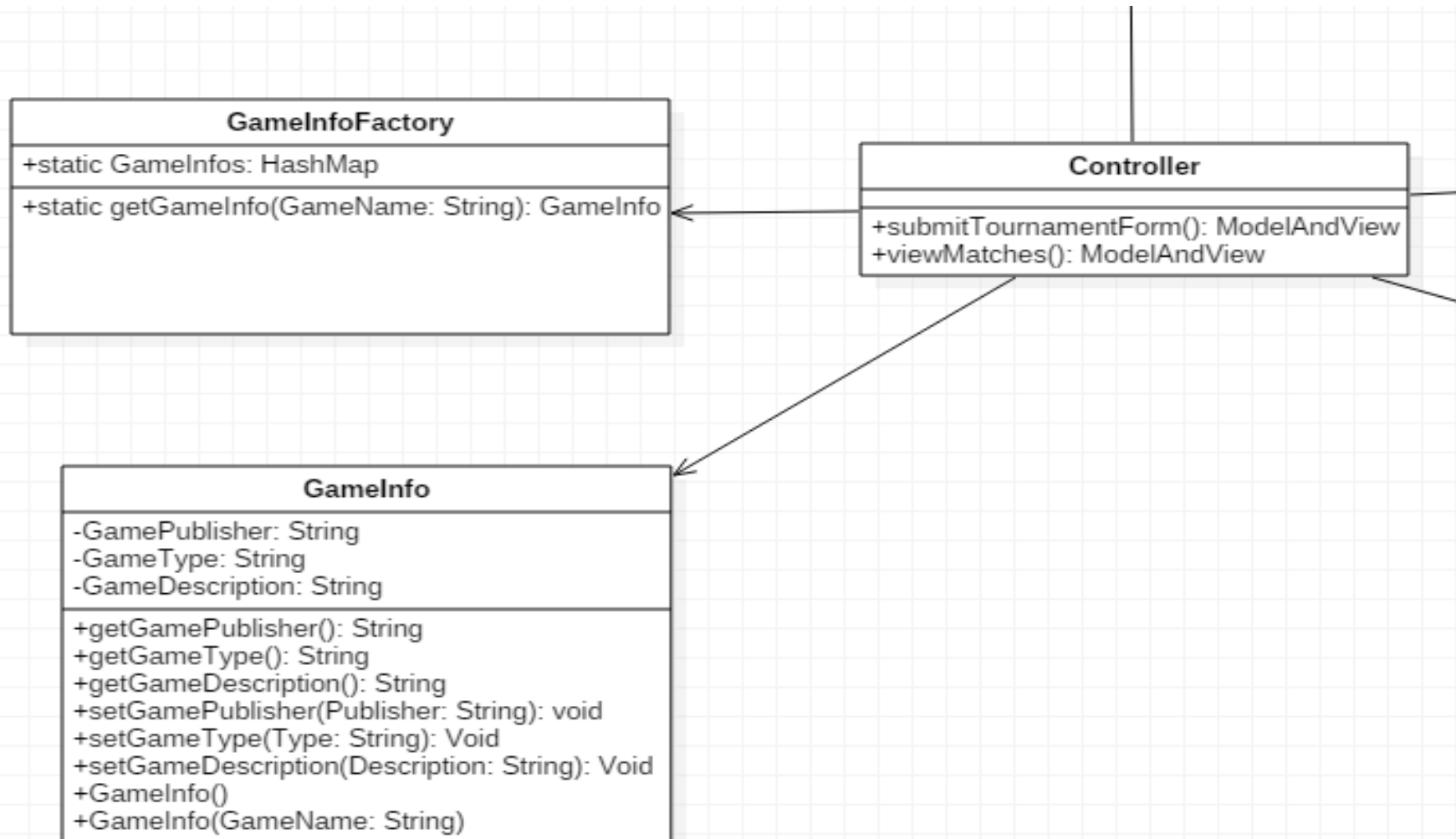


```

--
StrategyInterface FindMatches = new StrategyInterface();
if ( (orderNumber & 1) == 0 ) //even, gotten from ht
{
    FindMatches.setStrategy(new matchNearest());
}
else //odd
{
    FindMatches.setStrategy(new matchOpposite());
}
matches = FindMatches.executeStrategy();
String testing = "hello";
ModelAndView model3 = new ModelAndView("Matches");

```

Flyweight



GameInfo is part of Tournament

```
import javax.persistence.AttributeOverrides;
@Entity
public class Tournament {

    @Id
    @GeneratedValue
    public int orderNumber;
    private String TournamentName;
    private String GameName;
    private String TournamentTime;
    private String TournamentInfo;

    @Embedded
    public GameInfo ThisGameInfo; //flyweight object

    public GameInfo getThisGameInfo() {
        return ThisGameInfo;
    }

    public void setThisGameInfo(GameInfo info) {
        this.ThisGameInfo = info;
    }

    public String getTournamentName() {
        return TournamentName;
    }
}
```

```
import java.awt.*;
// help from https://refactoring.guru/design-patterns/flyweig

public class GameInfoFactory { // FLYWEIGHT CREATION
    static Map<String, GameInfo> GameInfos = new HashMap<>();

    public static GameInfo getGameInfo(String GameName) {
        GameInfo result = GameInfos.get(GameName);
        if (result == null) {

            result = new GameInfo(GameName);
            GameInfos.put(GameName, result);
        }
        return result;
    }
}
```

GameInfo

```
@Embeddable
public class GameInfo {

    private String GamePublisher;
    private String GameType;
    private String GameDescription;

    public GameInfo() {
    }

    public GameInfo(String GameName) {
        if (GameName.equals("StreetFighter")) {
            this.GamePublisher = "Capcom";
            this.GameType = "Fighting";
            this.GameDescription = "Fighters from all around the world";
        }
        else if (GameName.equals("DragonBallZ")) {
            this.GamePublisher = "Arc System Works";
            this.GameType = "Fighting";
            this.GameDescription = "Screams for 3 hours";
        }
        else if (GameName.equals("Starcraft2")) {
            this.GamePublisher = "Blizzard";
            this.GameType = "Strategy";
            this.GameDescription = "Your wish is my command";
        }
    }
}
```

- Video download link:
- <https://github.com/niru32868/CSCI4448Project/blob/master/VideoDownloadLink.txt>
-
- Video View Link(if download no work):
- <https://www.screencast.com/t/TQSBYwZkS>