

# SOFTWARE METHODS AND TOOLS

## ASSIGNMENT 4

*This assignment is about Eclipse plug-ins, and the extension and extension point mechanism. We will give you the source code of a Java application. Your task in this assignment is to change it to an Eclipse plug-in based application. Specifically, your final outcome must meet the following requirements.*

- 1. Your final product must be Eclipse plug-ins, and can be run as Eclipse plug-ins.*
- 2. There must be at least Four Eclipse plug-ins created in your system, and they are integrated through Eclipse extension points and extensions.*
- 3. At least one plug-in extension point should be created in your system.*
- 4. At least two extensions should be made to the extension point that you created.*

As part of this project, I have created four eclipse plugins:

AsteroidViewPlugin : contains the starting point of the project

AsteroidEnginePlugin : contains the Game and WordPanel project

AsteroidUtilPlugin : contains the Clock and Vector.

AsteroidEntityPlugin : contains the Asteroid, Bullet and Player graphics code.

I have created three extension points in AsteroidViewPlugin , AsteroidEnginePlugin.

For extension point , AsteroidViewPlugin StartGame , I have created extension GameScreen in AsteroidEnginePlugin.

For extension point, AsteroidEnginePlugin IClock and IVector, I have extensions Clock and Vector in AsteroidUtilPlugin.