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.