Advanced Programming

Assignment 2

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1. Explain the changes if you use a different design compared to your assignment1

Firstly, we add a data package in our project, which is for abnormal data, and then added an interface to read data; to make two classes read data from txt and database.

2. Explain how the new classes are organized

The whole java is not a big change, we just add GUI, and after that 3 packages operate different jobs, read data, operate athlete class and game class, last one is to display. Three-layer model.

3. Explain the process by which your program will interact with user and external data source to run a game

in the class Official, method, summarize().return a int[] top of the index of the first.second....rank athlete’s indexes; the main control class still is ozlympicgame.java, maybe when we write GUI will make a little bit change.

