

# DASS Assignment 3

## Classes Overview:

It gives the overview function and the interaction of the classes with other classes.

Classes	Function
AddPartyView	This is the constructor class for the GUI to add parties to the waiting party queue. Interacts with ControlDeskView and NewPatronView
Alley	Class that is the outer container for the bowling simulator
Bowler	Class with all the bowler info
BowlerFile	Class that deals with storing and retrieving the data from the BOWLERS_DAT file
ControlDesk	Class that represents the Control Desk. Interacts with the ControlDeskView. It initializes Lanes and assigns parties to it.
ControlDeskEvent	Represents the state of the ControlDesk. Sent as state update to the subscribers of ControlDesk.
ControlDeskObserver	Interface for classes that observe ControlDeskEvents
ControlDeskView	Displays a GUI of the ControlDesk. Interacts with the ControlDeskObserver
Drive	Class to begin the application. Calls the ControlDesk and subscribes a ControlDeskView to it.
EndGamePrompt	Constructor for prompt GUI that asks the party whether they would like to play another round
EndGameReport	GUI for report that is generated for each bowler.
Lane	Class for the lane object that is assigned to a party. Implements the Pinsetter Observer. It runs the simulation and assigns the score to the bowlers.
LaneEvent	Represents the state of the Lane. Sent as an update to the subscribers of Lane.
LaneEventInterface	No idea? Interface for the laneEvent?
LaneObserver	Interface that is implemented by the other classes like LaneView and LaneStatusView to get the LaneEvent through the receive function
LaneServer	No idea? Subscribes to the LaneObserver?
LaneStatusView	Constructor for GUI that the shows the status of the Lane. Implements the LaneObserver, and PinsetterObserver
LaneView	Constructs a GUI for Lane. Shows the score for the bowler. Implements the LaneObserver

NewPatronView	Constructor for GUI to add a new Patron. Called from the AddPatryView.
Party	Container Class that contains all the bowlers. Sends this information to the ControlDesk and the Lane.
Pinsetter	Class to represent the pinsetter. Simulates the actual knocking down using random variables. Sends the result of knocked down pins to the subscribers through the PinsetterEvent
PinsetterEvent	Represents the state of the pinsetter. Is sent to the subscribers as a state update.
PinsetterObserver	Interface that is implemented by classes to receive the PinsetterEvent and interpret it.
PinsetterView	Constructor GUI to represent the functioning of the pinsetter. Shows the pins standing up and knocked down at any moment. Implements the PinsetterObserver
PrintableText	Implements Printable. Probably used for setting up the printing on paper.
Queue	Utility class that implements queues using Vectors.
Score	Class that represents the score of each bowler.
ScoreHistoryFile	Class that deals with the reading and storing of scores in the SCOREHISTORY_DAT file.
ScoreReport	Class that generates the report based on the scores of the bowler. It also deals with sending email and printing out the report to the user.