

COMP 1451 Lab 3-a

This lab is meant to be done with a partner. The purpose of the lab is to refactor a poorly-designed project so as to increase cohesion and decrease coupling.

Download the “zuul-bad” project from today's module. This project is an example of poor class design. It works but does not measure up to proper design standards.

Your task is to redesign the Game and Room classes so that duplication is eliminated, and so that each is more cohesive. Finally, Room class needs to be refactored so that it will become more reusable by supporting any number of different rooms instead of being limited to the four it currently supports.

You don't need to change any of the other classes.

Demonstrate your completed project to your instructor or TA before leaving the lab and be sure we have checked it off for each member of the team. Put it into the dropbox when finished. A suggested solution will be given during the next class and labs that have not been checked off will not receive any points.