Lab 2

The goals of this lab are to analyze the complexity of code you will be using this semester.

Submitted by: Vivek Vellaiyappan Surulimuthu | [vivek.surulimuthu1@marist.edu](mailto:vivek.surulimuthu1@marist.edu) | 20087462

On: September 10, 2018

|  |  |  |
| --- | --- | --- |
| Highly complex methods | | |
| Class name | Method name | M |
| Dealer | closeGame | 22 |
|  |  |  |

|  |  |  |
| --- | --- | --- |
| Moderately complex methods | | |
| Class name | Method name | M |
| ATable | update | 10 |
| AHand | renderState | 12 |
| ADealerHand | renderState | 10 |
| Courier | received | 10 |
| SoundFactory | play | 13 |
| Actor | receive | 13 |
| Actor | send | 11 |
| GameFrame | enablePlay | 15 |
|  |  |  |