**Command Line Arguments:**

public static void main(String[] args)

{

int command\_line\_int = 0; //setting a default of 0

//if a command line argument exists, parse it as an integer, store it in command\_line\_int

//use try-catch and catch two appropriate exceptions

//arg[0] is the first command line argument, arg[1] is the second, etc.

try

{

ai\_int = Integer.parseInt(args[0]);

}

catch (ArrayIndexOutOfBoundsException aioobe)

{

ai\_int = 0;

}

catch (NumberFormatException nfe)

{

ai\_int = 0;

}

**Dynamic Changeability:**

//within DrawPanel.java

public void keyTyped(KeyEvent ke)

{

char key = ke.getKeyChar();

if (pict != null)

{

pict.keyPressed(key);

}

}

//within MasterMind.java

public void keyPressed(char key)

{

int ai\_int = (int) key - 48;

if (current\_ai != null)

{

setAI(ai\_int);

}

}

//this program exhibits dynamic changeability

//it can be completely reconfigured by user input while the program is running!

public MasterMind(int ai\_int)

{

ais = new MasterMindAI[3];

//populate the array with each type of MasterMindAI

ais[0] = new MasterMindAIRandom(this);

ais[1] = new MasterMindAIConsistent(this);

ais[2] = new MasterMindAIMiniMax(this);

//set the ai based on the value passed to the constructor

setAI(ai\_int);

reset();

//create and show the GUI

MasterMindGUI mmgui = new MasterMindGUI(457, 679, this);

mmgui.setVisible(true);

}