

CSE1720

Week 04, **Class Meeting 11** (Lecture 08)

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Second level

Third level

Fourth level

Fifth level

Winter 2013 ♦ Thursday, January 31, 2013



This lecture will be using code from the following package to illustrate concepts:

`game_Lect07Version`



Objectives for this class meeting

- Understand the architecture of the code base
- Identify the two places which make use of the observer design pattern
- Understand which components are involved in the event dispatching and which components are involved in the event handling

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Format...

- Working in small grouping, develop a UML class diagram for the provided code base
 - work iteratively, start with a few classes and branch out, illustrating the different relationships among the classes
 - USES
 - IS-A
 - HAS-A
- Solutions are reviewed during the class, shown using the document cam

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