CSE1720

Week 08, Lab 08

Winter 2014 ◆
Thursday, Mar 6, 2014 & Friday, Mar 7, 2014

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Lab 08 Exercise

Complete the following exercises. Submission is not required.

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Exercise #1

Run the app by invoking `AppDriver.java`
Type some things on the keyboard.
What you should notice
1. red text on the console.
2. a recently-updated file called `loggerExample.log`

Examine the file. Look in `AppDriver` for the following statement:

`AppDriver.initLogger(Level.ALL);`

Change the logger level to `Level.OFF`

Note the impact on the file `loggerExample.log`

The **console** handler is different and is unaffected by changing the logger level via the `AppDriver.initLogger` method

Locate in the `ControllerV3` class where the logger entry is being made; modify the logger level

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Exercise #2

Trace the flow of control in this game.

Identify the two places where the observer pattern is being used.

It may take you some time to sort out what is happening in the code base and how all the parts are working together. Give yourself time. Don't be afraid to modify the code, to add entries to the logger, or to do whatever you need to do to trace the flow of control.

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Exercise #3

- Modify the code so that, upon any key release, a new sprite appears in the game world

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Exercise #4

The following condition will determine whether the user's key press is the space bar.

```
if (arg0.getKeyCode() == KeyEvent.VK_SPACE) {

// …

}
```

Modify the code so that, upon the release of the space bar, a new sprite appears in the game world

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Exercise #5

- Add at least one new interesting interactive behaviour to the game
  - use previous exercises as a starting point
  - you can add new methods to the `GameWorldModel` and sub-classes as desired.