


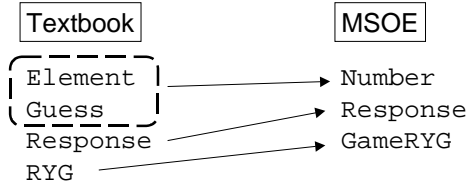
ADT Design Example

- **Red/yellow/green game** 
 - See text, pages 437-455
- **Two implementations** (see web)
 - Text: rygtext.zip
 - MS Windows: rygui.zip
- **Compare/contrast with text**
 - Consider design decisions

Game Basics

- **Computer knows secret number**
 - Three digits in current implementation
- **Player guesses a number**
- **Game gives feedback**
 - “Green” for each guess digit in position
 - “Yellow” for each digit in other position
 - “Red” for each digit not in secret number 

Classes Chosen



Element and Guess not really different?

What About User Interface?

• **Textbook version**

- UI embedded in game classes



• **MSOE version**

- UI kept out of game classes
- Interface implemented separately
 - Text and GUI versions



• **Design principle**

- Model/view separation

Class Exercise

• **Study design/implementation**

• **Compare**

- Textbook version
- MSOE version

• **Make notes**

- Questions
- Comments



• **Group discussion of issues**
