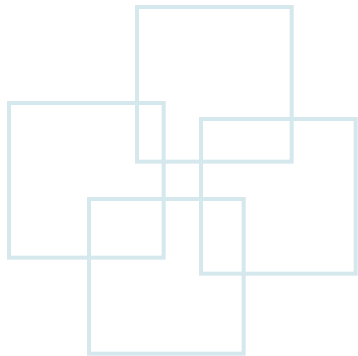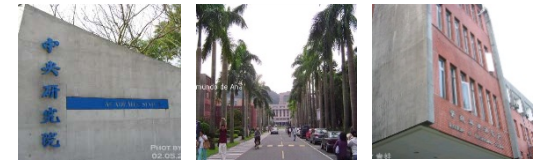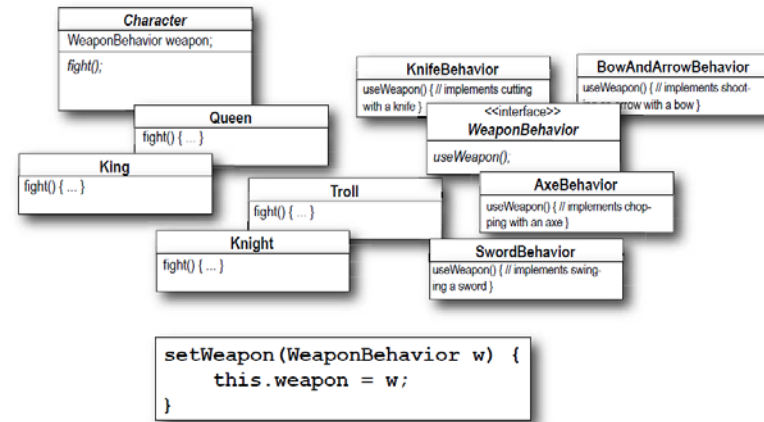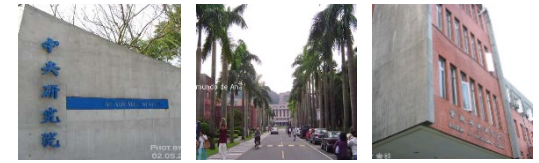# Project 1
Strategy Pattern

Requirement

- Strategy pattern practice
  - Write a JAVA/C++ project to implement the example on Slides 47-48.

- Each character uses one type of weapons
  - King with sword, Queen with knife
  - Troll with Axe
  - Knight with sword
  - Archer with Bow

- Suppose that your program is called "game".
  - Execute: java game King
  - Output: I am King. The weapon I use to fight is sword.
  - Note: "I am King" is output from methods of Class King and "The weapon I use to fight is sword" is output from methods of Class SwordBehavior.

Submission

- Each person in one group.

- Write down a brief report in 2 pages to describe how you do and what you do and learn, including:
  - 1. Describe the developing environment that you used for this project.
  - 2. Explain how you work on this project or how you make this project work.
  - 3. What you learned and what are the main problems that you encounter?

- Compress your report, source code, and the executable/binary files in a compressed file named with OOAD-P1-FullStudentID(YourName)

- Email your project to TA coolivan3@outlook.com (徐雅姿) with the email title: OOAD Project 1, FullStudentID(YourName)
  - Write emails to ask TA if you have any question about this project.

- For the delayed submission, deduct two points for each day.

- The deadline is two weeks later (2013/3/3 24:00).