

Ask me anything

0 questions

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Demo — Null Objects vs Java 8 Optional



When is it better to use an anonymous inner class than a standalone class?

if the class is used only once and is easy to implement

when we have only a few lines of code in the anonymous class

when it is very small

when you need to pass many values and used only for one thing

When is it better to use a lambda than an anonymous inner class?

if just one method is used

Why is it better to implement the TicTacToe GUI as a separate class rather than by extending the existing TicTacToe class?

to separate the view from the model

because of the responsibility

Better OOD

because the gui and the tictactoe class are to separate things

The gui shouldn't know about the game and viseversa

Because the GUI has new different responsibilities.

easier to implement, easier handling of listeners, better structure

MVC

improves flexibility for future changes

Why is it better to implement the TicTacToe GUI as a separate class rather than by extending the existing TicTacToe class?

easier to debug

"Logic" should be separated from GUI, in case e.g. you want to change GUI

you could use the gui without the tictactoe game and with another game

makes it easier to for example change between guis

we can use it for other Classes

both could be reused inseparate, independent applications

Why does the TicTacToe model notify the GameGUI of changes through the Observer interface instead of directly updating the GUI display?

message passing instead of taking over gui's responsibility

becuase every observer displays the gui differently

Because the GUI is thread based and not sequential

if there are multiple observers they will all be notified

concurrency?

Last chance for questions