8 Mutating the State: Imperative World

Portfolio Problems

1. Finish Lab 8.

2. Continue with the bank account problem from Lab 8 by completing the design of the class CustomerList that represents a wrapper class for the class ILoC that makes it possible to mutate the list by adding and removing an account from the list.

Pair Programming Assignment

8.1 Problem
Read pages 395 — 406 in the text, then work out the Exercise 27.1.

8.2 Problem
Follow by working out the Exercise 27.2.

8.3 Problem
Creative Project
This week you will continue the work on a new game, learning how to design the game in the imperative style.

A. Change the methods that draw the objects of your game on a Canvas to use the imperative style.
   The idraw.jar, colors.jar and geometry.jar libraries are available at the javalib website.

B. Design the method that are needed to implement the simplest variant of the onTick method and the OnKeyEvent method. Make sure you test each method.