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.