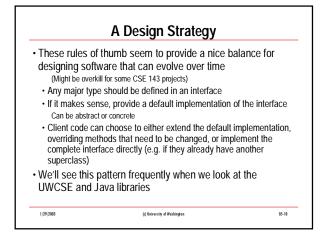
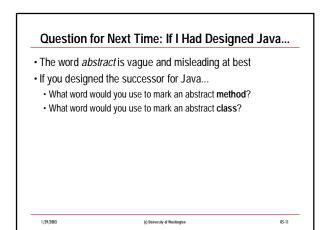


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• Example: a framework for Dungeon games abstract class MovingThing implements Actor { ... } // keeps track of location, perhaps a list of Shapes as appearance abstract class Character extends MovingThing { ... } // keeps track of score, provides default implementations of motion, // being captured, etc. // being captured, etc. // clients implement their own concrete subclasses of Character, // providing their own visual appearance and customizing behavior as desired abstract class Monster extends MovingThing { ... } // adds chasing & capturing default behavior // clients implement their own concrete subclasses of Monster, // providing their own visual appearance and customizing behavior as desired





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