SE2811 Quiz 8 Feedback

Problem 2

① -1 A complete solution will provide a way for moveBehavior to get its targetLocation back to the GameCharacter.

② -1 A complete solution will resolve the strong coupling between RandomMoveBehavior and GameCharacter.

Problem 4

① -1 A complete solution will describe something the compiler is allowed to do (such as caching or re-ordering the threads) that makes the "simple threading model" invalid. (The "simple threading model" is the model where we switch back and forth between threads, but execute threads in order with no caching.)