Introduction

The project you will be working with is a java implementation of the game Space Invaders. Since it is not meant to be run, some resources have been omitted. You do not have to change the code as described in the tasks, it is enough if you find and open the piece of code where the change would have to be made.

Tasks

1. Method init() is called in a method where it doesnt make any sense. Remove the method call.

2. Field channelNum is wrongly set to 5. Fix this by setting it to 1.

3. One of the types in the project extends type BaseClass. This isnt neccessary anymore since BaseClass will be removed from the project. Change it accordingly.

4. All types that implement interface IRenderable should also implement ICollidable. Check the code and change it in case it has been forgotten somewhere.

5. Remove unused method playIt().

6. Add a System.out.println("Instance created") right after an instance of SoundManager is created.

7. Add a System.out.println("Possible source of NullPointerException"); to every method that throws a NullPointerException.

8. If exceptions of type NullPointerException are catched, a text message stating this fact should be printed to the console.

9. Print the value of field lastId right after it is read.

10. The import of class DropTarget isn't neccessary. Remove it.

11. Rename field numbe to number. numbe is a typo.

12. There is one method in the project that takes an Integer argument. Print the value of the argument by adding a System.out.println to the method for debugging reasons.

13. Remove all Deprecated annotations. It has been decided that the annotated code will be used in future releases.