

## Project Part 4

## Recommendations

- Have Mob class/classes implement the Runnable interface

```
public class Mob implements Runnable {  
  
    ...  
  
}
```

General code sketch in MUD constructor:

```
// Add appropriate parameters for the constructor  
Runnable m = new Mob(...);  
// E.g., addItem(), etc.  
m.add...;  
service.execute(m);
```

- The # of threads in the pool should be  $\geq$  the number of MOB objects

## Things to consider:

- How to get the threads to exit. In general, how to make the player and the MOB objects aware of global MUD state changes. Use the Observer pattern.
- Making the player and the MOB objects aware of each other when they occupy the same room.
- Synchronization. Explicit locks or synchronized methods?