Class

- Can you see what the design problems are?
Interface

- Have we solved the design problems?
Development scenario

• You probably begin with the object-based solution
• As you move on, new objects are added
  – Each time you need to *remember* to have the Game object call the right member function (e.g., same name used for the move function)
• At one stage you have more objects than you can handle consistently
  – Refactor the existing classes to implement a shared interface