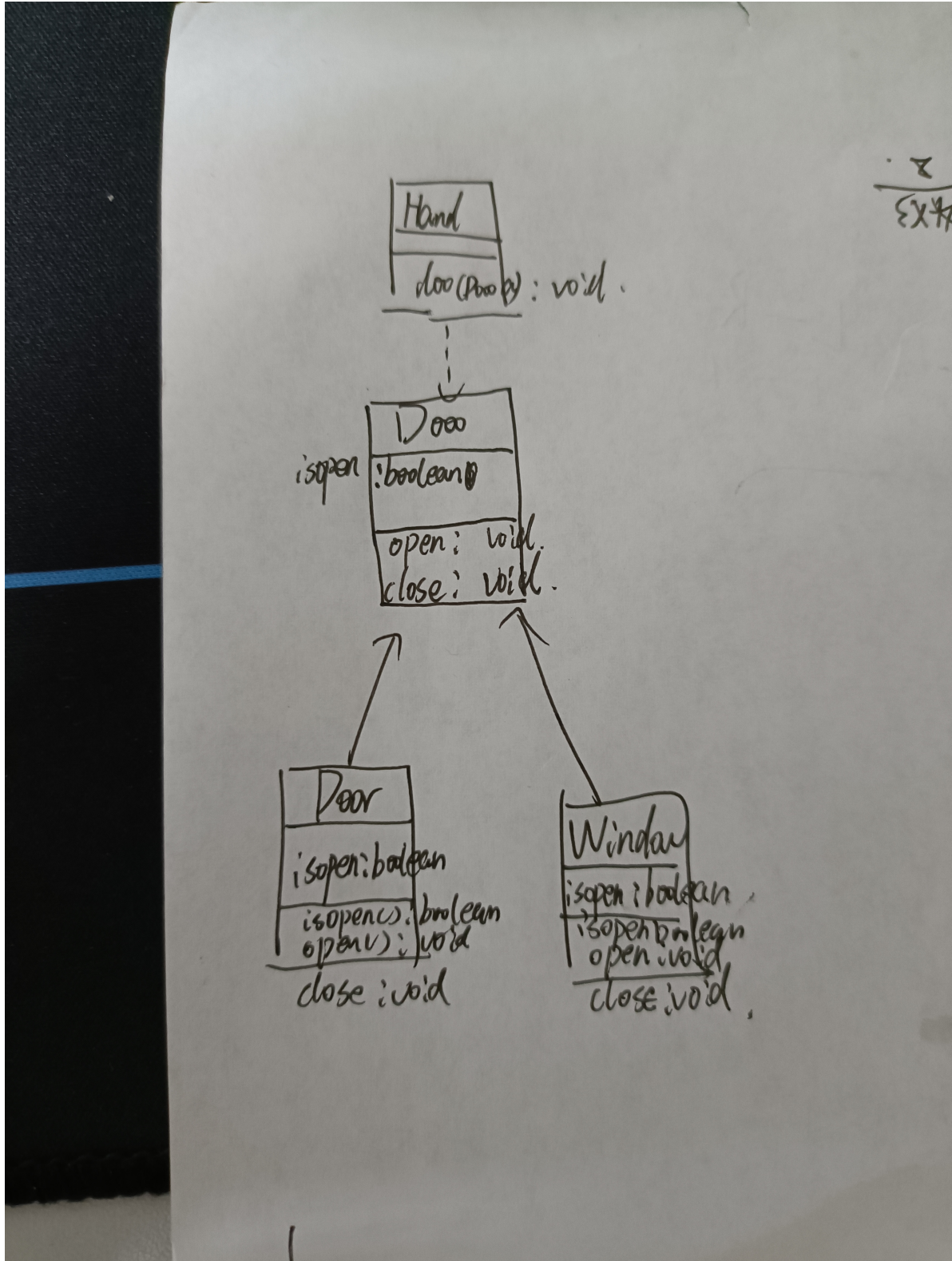


1.1

UML



Dooo

```
package work_1_1;

public abstract class Dooo {
    public boolean isopen=false;
    abstract void open();
    abstract void close();
}
```

Door

```
package work_1_1;

public class Door extends Dooo{
    private boolean isOpen() {
        return isopen;
    }
    public void open() {
        isopen=true;
        System.out.println("开门");
    }
    public void close() {
        isopen=false;
        System.out.println("关门");
    }
}
```

Window

```
package work_1_1;

public class window extends Dooo{
    public void open() {
        isopen=true;
        System.out.println("开窗");
    }
    public void close() {
        isopen=false;
        System.out.println("关窗");
    }
}
```

Hand

```
package work_1_1;

public class Hand {
    void doo(Dooo a) {
        if(a.isopen) {
            a.close();
        }
        else {
            a.open();
        }
    }
}
```

测试类

```
package work_1_1;

public class Test {
    public static void main(String args[]) {
        Hand hand=new Hand();
        Dooo dooo=new Door();
        hand.doo(dooo);
        hand.doo(dooo);
        hand.doo(dooo);
        hand.doo(dooo);

        Dooo do2=new Window();
        hand.doo(do2);
        hand.doo(do2);
        hand.doo(do2);
        hand.doo(do2);
    }
}
```

测试结果

