

# Part B - the Command Pattern

You will model a hardware control box that contains an on/off toggle, a slider that has a range between 0 and 100, and a digital display for the slider value. Key to our example is that the hardware control box is manufactured without knowing what specifically it will be used for. The following diagram depicts this:

Core to the control box system is a ControlBox Java class. The UML class diagram illustrated below shows four attributes—SLIDER\_MIN, SLIDER\_MAX, poweredOn, and sliderValue; the first two are capitalized to denote their final status. The class diagram also shows six behaviors that are the ControlBox class methods:

```
ControlBox
SLIDER MIN
SLIDER MAX poweredOn sliderValue
getSlider Value ()
hasPower()
powerOn(
powerOff()
sliderIncrease()
SliderDecrease()
```

In java