

Lab 11 - Arrays of Objects

This exercise is a continuation of the last exercise presented in the previous lab. Assume the `ParkingPlace` class in this lab is given. You can find it in `ParkingPlace.java` file.

ParkingPlace
<ul style="list-style-type: none">+ <code>ParkingPlace()</code>+ <code>carArrives(String plate, int hour, int minutes):void</code>+ <code>carLeaves():void</code>+ <code>free() :boolean</code>+ <code>getCar():String</code>

Methods of ParkingPlace class

- **ParkingPlace()** : constructor without parameters that constructs a parking place that is initially free;
- **String toString()** : that returns "-----" if the parking place is free, and the licence plate of the car, if the parking place is occupied;
- **void carArrives(String plate, int hour, int minutes)** : modifies the state of the parking place by setting it to occupied, sets the plate of the car that occupies the place to **plate**, and sets the time since when it is occupied to **hour** and **minutes**; if the parking place is already occupied, the method does nothing;
- **void carLeaves()** : modifies the state of the parking place by setting it to free;
- **boolean free()** : returns **true** if the parking place is free, **false** otherwise;
- **String getCar()** : returns the plate of the car that occupies the parking place, if the place is occupied, null otherwise;
- **int getHour()** : returns the hour since when the parking place is occupied, if the place is occupied, -1 otherwise;
- **int getMinutes()** : returns the minutes since when the parking place is occupied, if the place is occupied, -1 otherwise;

Exercise 1

- Write a class `UseParkingPlace` that contains various public static methods that are clients of `ParkingPlace`. In the description of all methods below, we **assume that a parking lot is always represented as an array of parking places**. The class should contain the following methods:
 - `static int firstFreePlace(ParkingPlace[] p)` : that, given a parking lot p, returns the index of the first free parking place in p;
 - `static int countFreePlaces(ParkingPlace[] p)` : that, given a parking lot p, returns the number of free parking places in p;
 - `static int[] freePlaces(ParkingPlace[] p)` : that, given a parking lot p, returns an array of integers containing the indices of all free parking places in p;
 - `static void carEnters(ParkingPlace[] p, String a, int hour, int minutes)` : that, given a parking lot p, modifies the array p by inserting the car a (represented by its plate) in the first free parking place available in p, assigning hour and minutes as arrival time; if there is no free parking place in p, the method does nothing;

Exercise 1 (Con' d)

- `static void carExits(ParkingPlace[] p, String a)` : that, given a parking lot `p`, modifies the array `p` by freeing the parking place where the car `a` is parked; if the car `a` is not present in the parking lot, the method does nothing;
- `static int longestParkedCar(ParkingPlace[] p)` : that, given a parking lot `p`, returns the index of the parking place in which the longest parked car is present; if there is more than one such car, the method should return one of the indexes (chosen arbitrarily); if there is no car parked in the parking lot, the method should return -1;
- `static String[] allParkedCars(ParkingPlace[] p)` : that, given a parking lot `p`, returns an array of strings that represent the plates of all cars present in `p`;

Exercise 2

Realize a class **ParkingLot** to represent parking lots, and whose objects support the same functionalities through instance methods as those implemented in **UseParkingPlace** through static methods. The class should have a constructor that takes as parameter a positive integer *n* and constructs a parking lot with *n* parking places that initially are all empty.

Hint: Note that you do not have to “recode” all the methods. To create instance methods in **ParkingLot** class you can reuse the developed static methods. Eg:

```
public class ParkingLot{  
    private ParkingPlace[] places;  
    .....  
    public int firstFreePlace() {  
        return UseParkingPlace.firstFreePlace(this.places);  
    }  
}
```