

Parcial 1 - Tarea 4 - Diagrama de clases House

Vence el 23 de agosto de 2022 23:59

Instrucciones

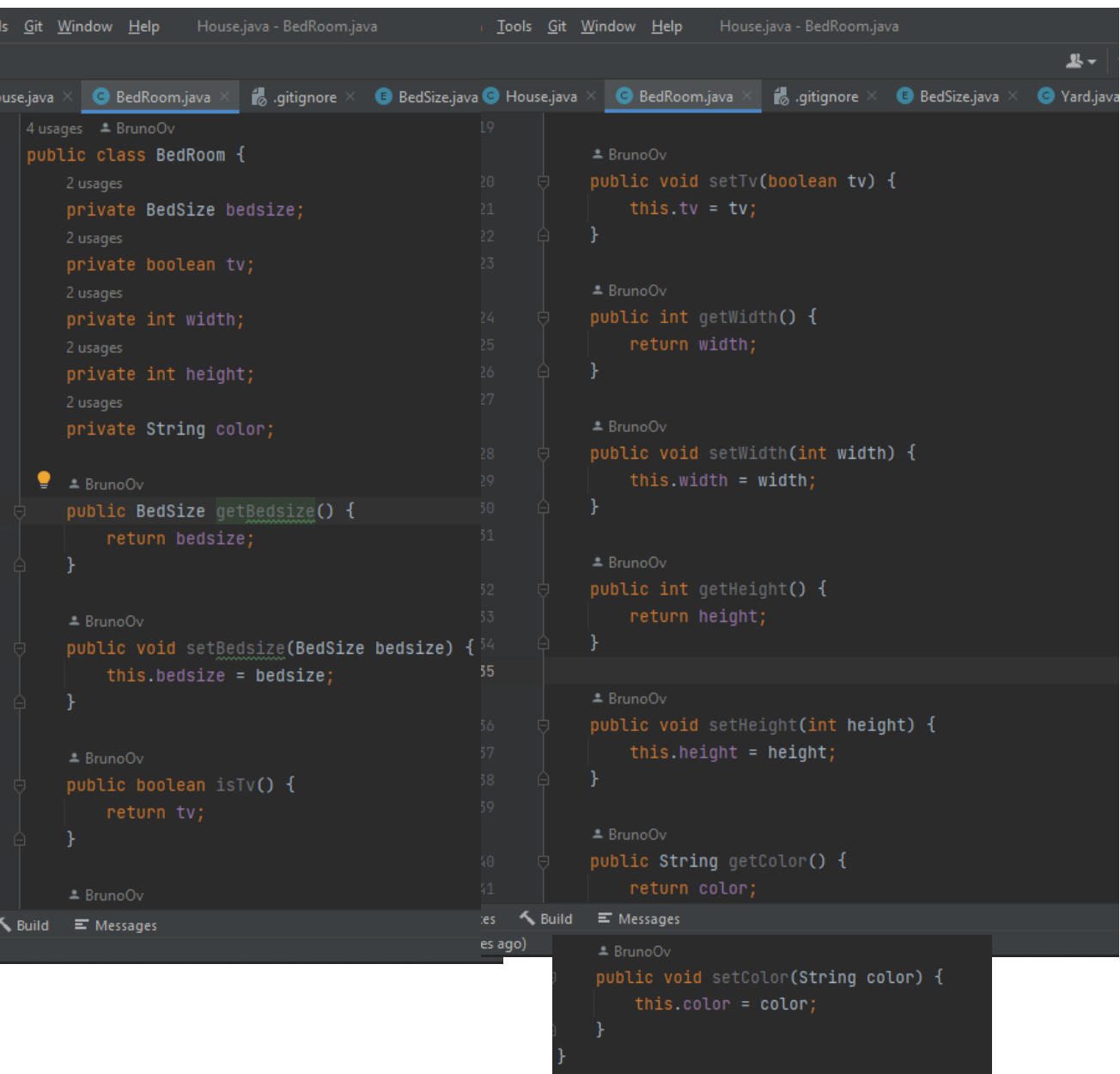
1. Crear las clases indicadas en el diagrama adjunto

Como evidencia subir PDF con lo siguiente:

1. Pantallazo de cada clase programada
2. URL de repositorio de github

URL: <https://github.com/BrunoOv/DiagramaHouse>

BedRoom



```
4 usages BrunoOv
public class BedRoom {
    2 usages
    private BedSize bedsize;
    2 usages
    private boolean tv;
    2 usages
    private int width;
    2 usages
    private int height;
    2 usages
    private String color;

    BrunoOv
    public BedSize getBedsize() {
        return bedsize;
    }

    BrunoOv
    public void setBedsize(BedSize bedsize) {
        this.bedsiz = bedsize;
    }

    BrunoOv
    public boolean isTv() {
        return tv;
    }

    BrunoOv
    public void setTv(boolean tv) {
        this.tv = tv;
    }

    BrunoOv
    public int getWidth() {
        return width;
    }

    BrunoOv
    public void setWidth(int width) {
        this.width = width;
    }

    BrunoOv
    public int getHeight() {
        return height;
    }

    BrunoOv
    public void setHeight(int height) {
        this.height = height;
    }

    BrunoOv
    public String getColor() {
        return color;
    }

    BrunoOv
    public void setColor(String color) {
        this.color = color;
    }
}
```

BedSize

```
House.java x BedRoom.java x .gitignore x E BedSize.java x C
3 pages BrunoOv
1 public enum BedSize {
2     individual,matrimonial,queen,king;
3 }
4
```

DiningRoom

```
House.java x BedRoom.java x .gitignore x BedSize.java x Yard.java x BedRoom.java x .gitignore x BedSize.java x Yard.java x RestRoom.java x DiningRoom.java x LivingRoom.java x
public class DiningRoom {
    2 usages
    private int windows;
    2 usages
    private boolean tv;
    2 usages
    private int width;
    2 usages
    private int height;
    2 usages
    private String color;
    2 usages
    private int chairsCapacity;

    BrunoOv
    public int getWindows() {
        return windows;
    }

    BrunoOv
    public void setWindows(int windows) {
        this.windows = windows;
    }

    BrunoOv
    public boolean isTv() {
        return tv;
    }

    BrunoOv
    public void setTv(boolean tv) {
        this.tv = tv;
    }

    BrunoOv
    public int getWidth() {
        return width;
    }

    BrunoOv
    public void setWidth(int width) {
        this.width = width;
    }

    BrunoOv
    public int getHeight() {
        return height;
    }

    BrunoOv
    public void setHeight(int height) {
        this.height = height;
    }

    BrunoOv
    public String getColor() {
        return color;
    }
}
```

```
BrunoOv
public void setColor(String color) {
    this.color = color;
}

BrunoOv
public int getChairsCapacity() {
    return chairsCapacity;
}

BrunoOv
public void setChairsCapacity(int chairsCapacity) {
    this.chairsCapacity = chairsCapacity;
}
}
```

House

```
House.java - House.java
n Tools Git Window Help
Add Configuration...
House.java x BedRoom.java x .gitignore x BedSize.java x Yard.java x RestRoom.java x DiningRoom.java x LivingRoom.java x
1 public class House {
2     private Kitchen kitchen;
3     private DiningRoom diningRoom;
4     private LivingRoom livingroom;
5     private RestRoom[] restRooms;
6     private BedRoom[] bedRooms;
7     private Yard yard;
8     public void setKitchen(Kitchen kitchen) { this.kitchen = kitchen; }
9
10    BrunoOv
11
12    BrunoOv
13    public Kitchen getKitchen() {
14        return kitchen;
15    }
16
17    BrunoOv
18
19    BrunoOv
20    public void setDiningRoom(DiningRoom diningRoom) { this.diningRoom = diningRoom; }
21
22    BrunoOv
23
24    BrunoOv
25    public DiningRoom getDiningRoom() { return diningRoom; }
26
27    BrunoOv
28
29    BrunoOv
30    public void setLivingroom(LivingRoom livingroom) { this.livingroom = livingroom; }
31
32    BrunoOv
33    public LivingRoom getLivingroom() { return livingroom; }
34
35    BrunoOv
36    public void setRestRooms(RestRoom[] restRooms) { this.restRooms = restRooms; }
37
38    BrunoOv
39    public RestRoom[] getRestRooms() { return restRooms; }
40
41    BrunoOv
42    public void setBedRooms(BedRoom[] bedRooms) { this.bedRooms = bedRooms; }
43
44    BrunoOv
45    public BedRoom[] getBedRooms() { return bedRooms; }
46
47    BrunoOv
48    public void setYard(Yard yard) { this.yard = yard; }
49
50    BrunoOv
51    public Yard getYard() { return yard; }
52
53    BrunoOv
54    public void addRoom(BedRoom bedRoom){
55    }
56
57    BrunoOv
58    public void addRoom(RestRoom bedRoom){
59    }
60
61    }
62 }
```

```
House.java - House.java
F-8 4 spaces master
House.java x BedRoom.java x .gitignore x BedSize.java x Yard.java x RestRoom.java x DiningRoom.java x
27
28    BrunoOv
29    public LivingRoom getLivingroom() { return livingroom; }
30
31    BrunoOv
32    public void setRestRooms(RestRoom[] restRooms) { this.restRooms = restRooms; }
33
34    BrunoOv
35    public RestRoom[] getRestRooms() { return restRooms; }
36
37    BrunoOv
38    public void setBedRooms(BedRoom[] bedRooms) { this.bedRooms = bedRooms; }
39
40    BrunoOv
41    public BedRoom[] getBedRooms() { return bedRooms; }
42
43    BrunoOv
44    public void setYard(Yard yard) { this.yard = yard; }
45
46    BrunoOv
47    public Yard getYard() { return yard; }
48
49    BrunoOv
50    public void addRoom(BedRoom bedRoom){
51    }
52
53    BrunoOv
54    public void addRoom(RestRoom bedRoom){
55    }
56
57    }
58
59    }
60 }
```

Kitchen

```
in Tools Git Window Help House.java - Kitchen.java

BedRoom.java x .gitignore x BedSize.java x Yard.java x

3 usages BrunoOv
1 public class Kitchen {
2     2 usages
3     private boolean stove;
4     2 usages
5     private boolean sink;
6     2 usages
7     private int windows;
8     2 usages
9     private boolean refrigerator;
10    2 usages
11    private boolean oven;
12    2 usages
13    private int width;
14    2 usages
15    private int height;
16    2 usages
17    private String color;

BrunoOv
11 public boolean isStove() {
12     return stove;
13 }

BrunoOv
15 public void setStove(boolean stove) {
16     this.stove = stove;
17 }
```

```
public boolean isSink() {
    return sink;
}

BrunoOv
public void setSink(boolean sink) {
    this.sink = sink;
}

BrunoOv
public int getWindows() {
    return windows;
}

BrunoOv
public void setWindows(int windows) {
    this.windows = windows;
}

BrunoOv
public boolean isRefrigerator() {
    return refrigerator;
}

BrunoOv
public void setRefrigerator(boolean refrigerator) {
    this.refrigerator = refrigerator;
}
```

```
public boolean isOven() {
    return oven;
}

BrunoOv
public void setOven(boolean oven) {
    this.oven = oven;
}

BrunoOv
public int getWidth() {
    return width;
}

BrunoOv
public void setWidth(int width) {
    this.width = width;
}

BrunoOv
public int getHeight() {
    return height;
}

BrunoOv
public void setHeight(int height) {
    this.height = height;
}
```

```
BedRoom.java x .gitignore x BedSize.java x Yard.java x
56 this.width = width;
57 }
58
BrunoOv
59 public int getHeight() {
60     return height;
61 }
62
BrunoOv
63 public void setHeight(int height) {
64     this.height = height;
65 }
66
BrunoOv
67 public String getColor() {
68     return color;
69 }
70
BrunoOv
71 public void setColor(String color) {
72     this.color = color;
73 }
74 }
75 }
```

LivingRoom

```
Run Tools Git Window Help House.java - LivingRoom.java

BedRoom.java x .gitignore x BedSize.java x Yard.java x

1 public class LivingRoom {
2     private int windows;
3     private boolean tv;
4     private boolean homeTeather;
5     private int width;
6     private int height;
7     private String color;
8     public int getWindows() {
9         return windows;
10    }
11    public void setWindows(int windows) {
12        this.windows = windows;
13    }
14    public boolean isTv() {
15        return tv;
16    }
17    public void setTv(boolean tv) {
18        this.tv = tv;
19    }
20 }
```

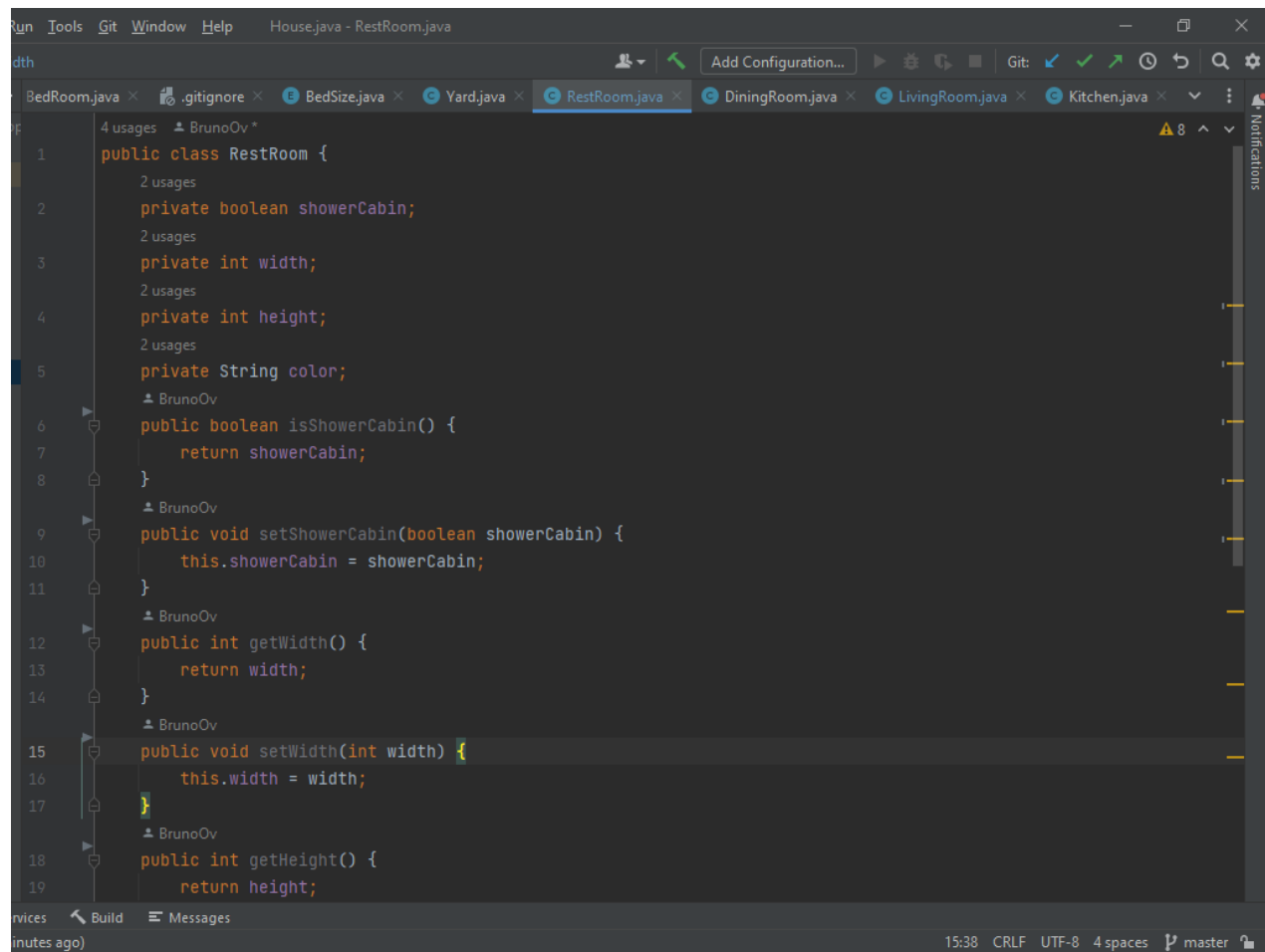
```
Run Tools Git Window Help House.java - LivingRoom.java

BedRoom.java x .gitignore x BedSize.java x Yard.java x RestRoom.java

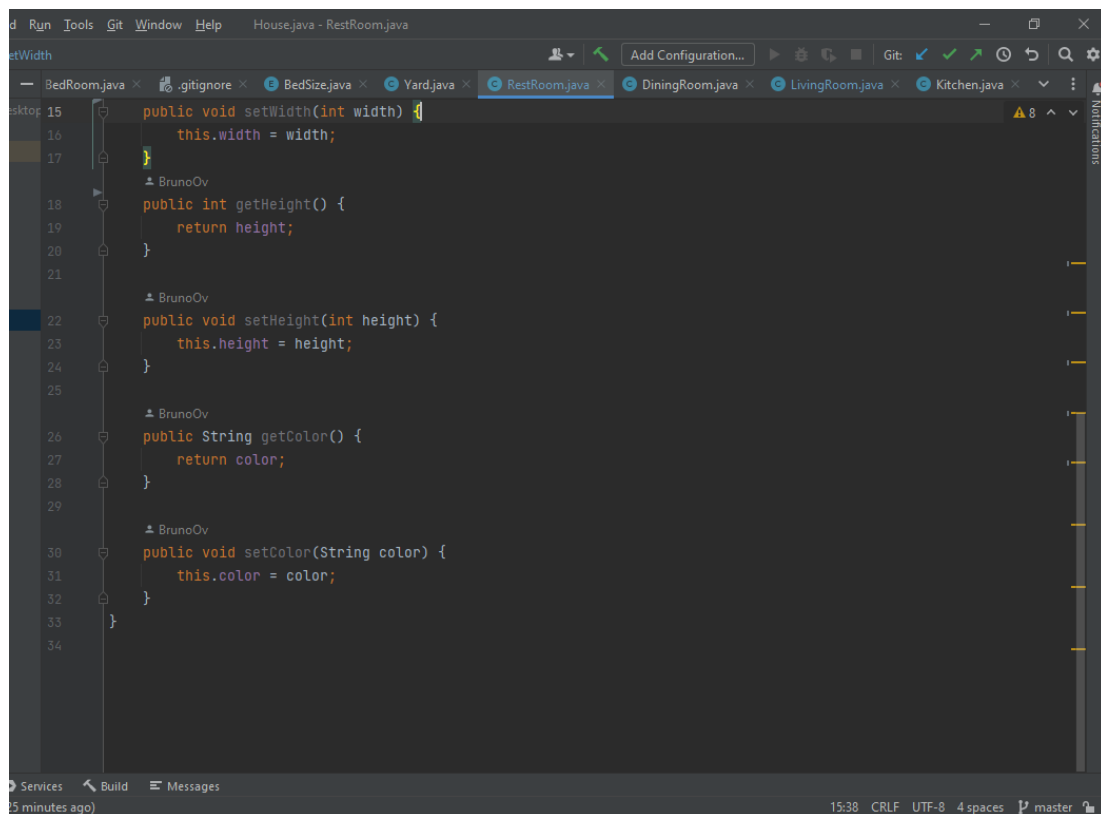
21 public boolean isHomeTeather() {
22     return homeTeather;
23 }
24 public void setHomeTeather(boolean homeTeather) {
25     this.homeTeather = homeTeather;
26 }
27 public int getWidth() {
28     return width;
29 }
30 public void setWidth(int width) {
31     this.width = width;
32 }
33 public int getHeight() {
34     return height;
35 }
36 public void setHeight(int height) {
37     this.height = height;
38 }
39 public String getColor() {
40     return color;
41 }
42 public void setColor(String color) {
```

```
39 public String getColor() {
40     return color;
41 }
42 public void setColor(String color) {
43     this.color = color;
44 }
45 }
46 }
```

RestRoom

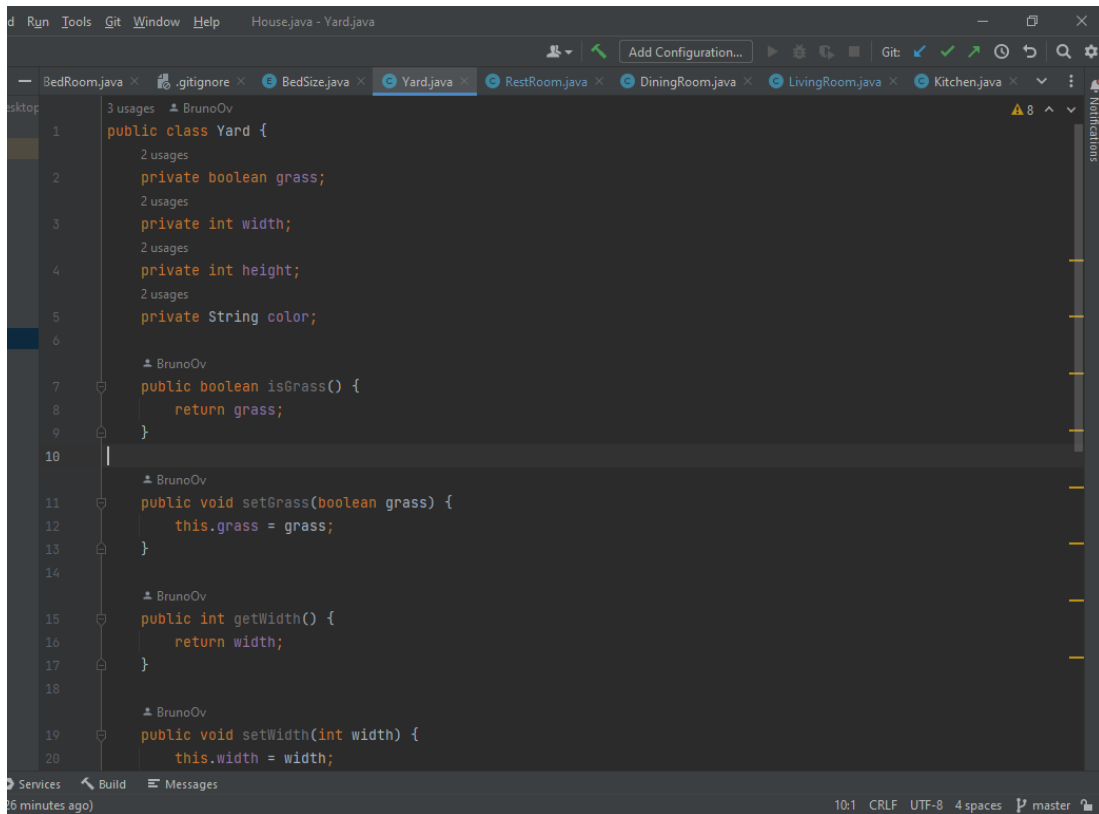


```
1 public class RestRoom {
2     private boolean showerCabin;
3     private int width;
4     private int height;
5     private String color;
6     public boolean isShowerCabin() {
7         return showerCabin;
8     }
9     public void setShowerCabin(boolean showerCabin) {
10        this.showerCabin = showerCabin;
11    }
12    public int getWidth() {
13        return width;
14    }
15    public void setWidth(int width) {
16        this.width = width;
17    }
18    public int getHeight() {
19        return height;
20    }
21 }
```



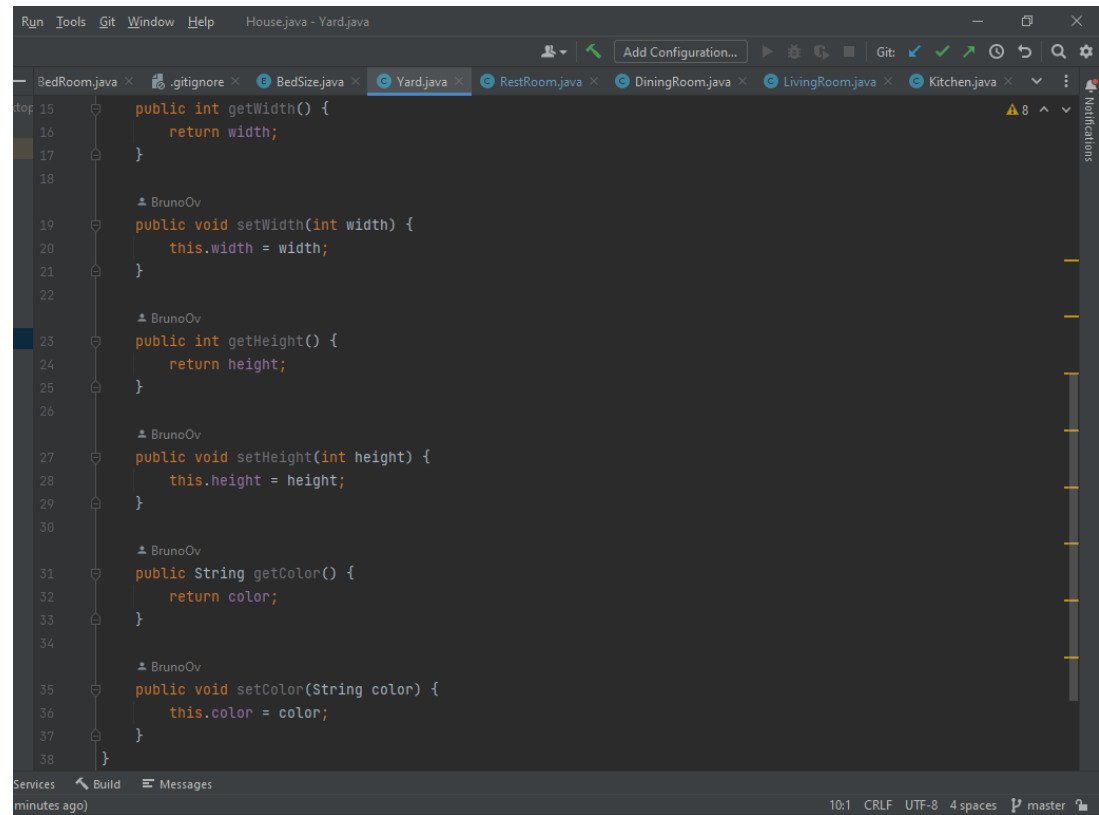
```
22 public void setHeight(int height) {
23     this.height = height;
24 }
25
26 public String getColor() {
27     return color;
28 }
29
30 public void setColor(String color) {
31     this.color = color;
32 }
33 }
34 }
```

Yard



```
1 public class Yard {
2     private boolean grass;
3     private int width;
4     private int height;
5     private String color;
6
7     public boolean isGrass() {
8         return grass;
9     }
10
11     public void setGrass(boolean grass) {
12         this.grass = grass;
13     }
14
15     public int getWidth() {
16         return width;
17     }
18
19     public void setWidth(int width) {
20         this.width = width;
21     }
22 }
```

The screenshot shows an IDE window titled "House.java - Yard.java". The "Yard.java" file is open, showing a class definition for "Yard". The class has five private attributes: "grass" (boolean), "width" (int), "height" (int), and "color" (String). It also has five public methods: "isGrass()", "setGrass()", "getWidth()", "setWidth()", and "setHeight()". The code is written in Java and is syntax-highlighted. The IDE interface includes a top menu bar with "Run", "Tools", "Git", "Window", and "Help". A toolbar below the menu bar contains icons for running, debugging, and other IDE functions. The bottom status bar shows the file encoding as "UTF-8", the line length as "10:1", and the current branch as "master".



```
15 public int getWidth() {
16     return width;
17 }
18
19 public void setWidth(int width) {
20     this.width = width;
21 }
22
23 public int getHeight() {
24     return height;
25 }
26
27 public void setHeight(int height) {
28     this.height = height;
29 }
30
31 public String getColor() {
32     return color;
33 }
34
35 public void setColor(String color) {
36     this.color = color;
37 }
38 }
```

The screenshot shows the same IDE window, but the code is scrolled down to show the methods "getWidth()", "setWidth()", "getHeight()", "setHeight()", "getColor()", and "setColor()". The code is written in Java and is syntax-highlighted. The IDE interface is the same as the previous screenshot, with the same menu bar, toolbar, and status bar.