

Gina Anthon 4.31 2010212021

```
public class Lampadine {  
    private int uClick; uClick  
    private boolean isAccess;  
    private boolean isRotta;  
    private int uClickForn = 0;  
    public Lampadine(int uClick) {  
        setUClick(uClick);  
        this.isAccess = false;  
        this.isRotta = false;  
        this.uClickForn = 0;  
    }  
    public Lampadine() {  
        setUClick(10000);  
        this.isAccess = false;  
        this.isRotta = false;  
        this.uClickForn = 0;  
    }  
    public Lampadine(Lampadine l) {  
        this.uClick = l.getUClick();  
        this.isAccess = l.getIsAccess();  
        this.isRotta = l.getIsRotta();  
        this.uClickForn = 0;  
    }  
    public void setUClick(int uClick) {  
        if (uClick < 10000) {  
            this.uClick = 10000;  
        }  
        else {  
            this.uClick = uClick;  
        }  
    }  
}
```

```
public void setIsAccess (boolean state) {  
    this.isAccess = state;  
}
```

```
public void setIsRotte (boolean state) {  
    this.isRotte = state;  
}
```

```
public int getNClick() {  
    return this.nClick;  
}
```

```
public boolean getIsAccess() {  
    return this.isAccess;  
}
```

```
public boolean getIsRotte() {  
    return this.isRotte;  
}
```

```
public String toString() {  
    String s;  
    s = "numeros click: " + this.getNClick() + " Access: " + this  
        + this.getIsAccess() + " Rotte: " + this.getIsRotte();  
    return s;  
}
```

```
public boolean equals (Comparable l) {  
    return this.toString().equals(l.toString());  
}
```

```
public void click() {  
    boolean state = this.getIsAccess;  
    if (this.getIsRotte == true) {
```



```

public void click() {
    if (this.getIsRotat == true) {
        this.setIsAccess(false);
    }
    else {
        if (this.clickFami == this.uClick) {
            this.setIsRotat(true);
        }
        else {
            this.setIsAccess(this.getIsAccess);
        }
    }
}

```

```

public int getUClickFami() {
    return this.uClickFami;
}

```

```

public String getEstado() {
    if (this.getIsRotat) {
        return "La lampadina è rotta";
    }
    else {
        if (this.getIsAccess) {
            return "La lampadina è accesa";
        }
        else {
            return "La lampadina è spenta";
        }
    }
}

```

```
import java.util.Scanner;
```

```
public class LampadinaTest {
```

```
    public static void main(String args[]) {
```

```
        Lampadina l();
```

```
        boolean loop = true;
```

```
        Scanner inp = new Scanner(System.in);
```

```
        System.out.println("Want click to lampadina? ");
```

```
        int u;
```

```
        u = inp.nextInt();
```

```
        while (loop) {
```

```
            System.out.println("Coz vai fare? (1 -> click, 2 -> get status, 3 -> exit)");
```

```
            int operation = 0;
```

```
            operation = inp.nextInt();
```

```
            if (operation == 1) {
```

```
                l.click();
```

```
            }
```

```
            else {
```

```
                if (operation == 2) {
```

```
                    System.out.println(l.getStatus());
```

```
                }
```

```
            } else {
```

```
                loop = false;
```

```
            }
```

```
        }
```

```
    }
```

```
}
```

```
}
```


Lampadina2

- nClick: int;
- isAccess: boolean;
- isBottle: boolean;
- nClickFatti: int;

- + setNClick(int nClick): void;
- + setAccess(boolean stato): void;
- + setIsBottle(boolean stato): void;
- + getNClick(): int;
- + getIsAccess(): boolean;
- + getIsBottle(): boolean;
- + toString(): String;
- + equals(Lampadina2 l): boolean;
- + getNClickFatti(): int;
- + getStato(): String;
- + click(): void;