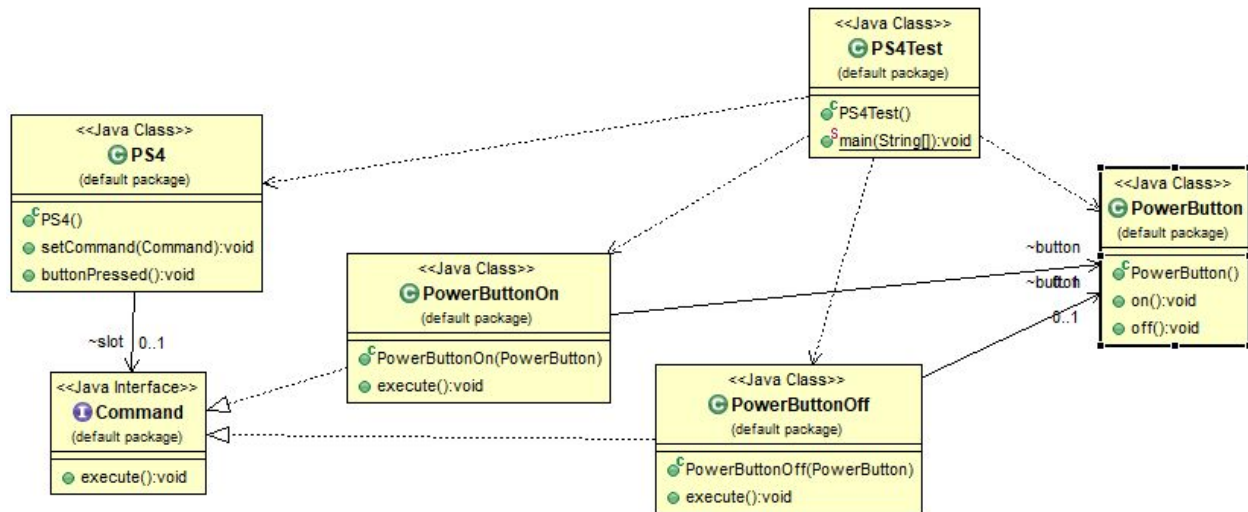
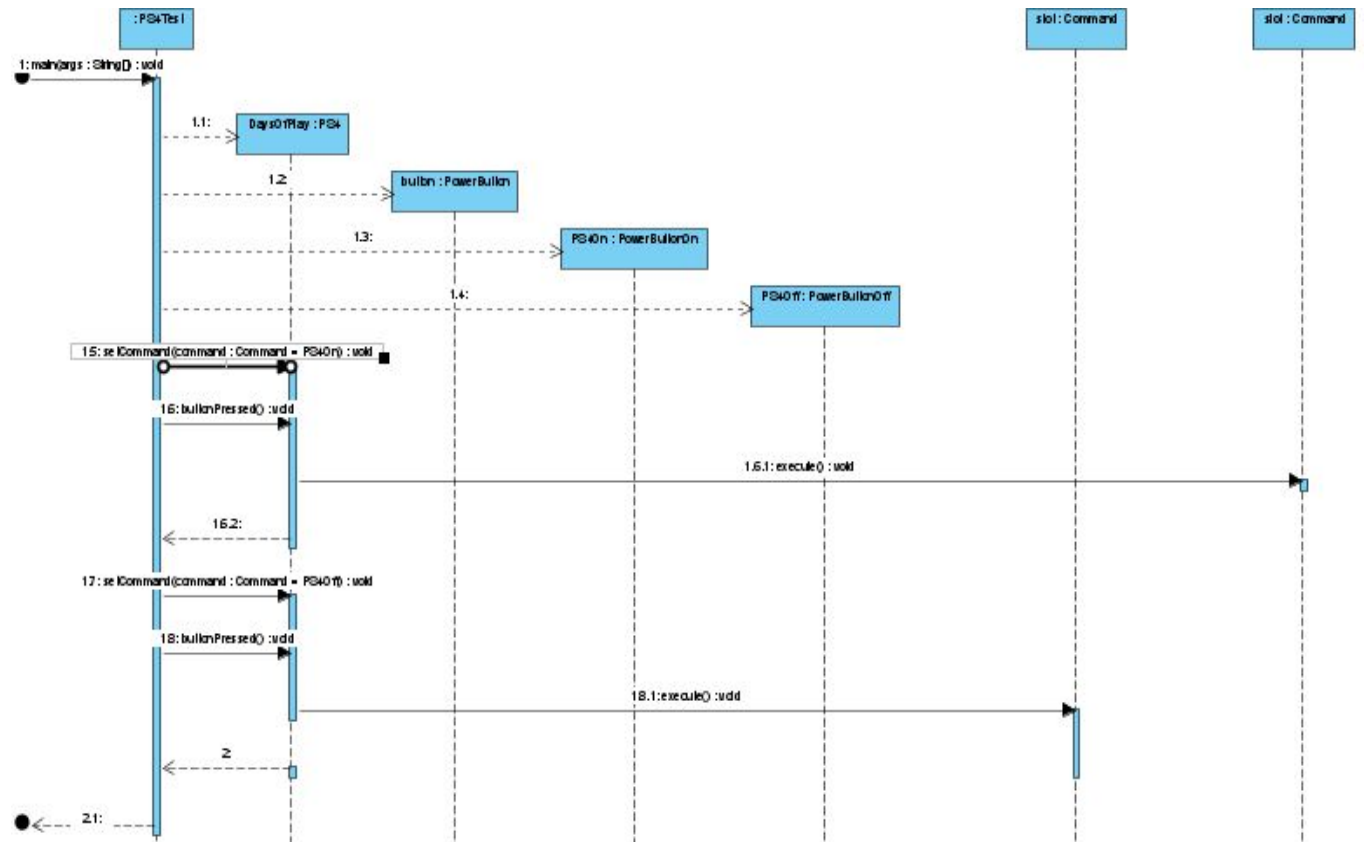


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### UML Diagram:



## Sequence Diagram:



## Command Interface Class:

```
public interface Command {  
    public void execute();  
}
```

---

## PowerButton Interface and 2 implements:

```
public class PowerButton {  
    public void on() {  
        System.out.println("PS4 is on");  
    }  
  
    public void off() {  
        System.out.println("PS4 is off");  
    }  
}
```

---

```
public class PowerButtonOn implements Command {  
    PowerButton button;  
  
    public PowerButtonOn(PowerButton button) {  
        this.button = button;  
    }  
  
    public void execute() {  
        button.on();  
    }  
}
```

---

```
public class PowerButtonOff implements Command {  
    PowerButton button;  
  
    public PowerButtonOff(PowerButton button) {  
        this.button = button;  
    }  
  
    public void execute() {
```

```
    button.off();  
}  
}
```

---

## **PS4 Command Slot Class:**

```
public class PS4 {  
    Command slot;  
  
    public PS4() {}  
  
    public void setCommand(Command command) {  
        slot = command;  
    }  
  
    public void buttonPressed() {  
        slot.execute();  
    }  
}
```

---

## **Test and Compile PS4Test:**

```
public class PS4Test {  
    public static void main(String[] args) {  
        PS4 DaysOfPlay = new PS4();  
        PowerButton button = new PowerButton();  
        PowerButtonOn PS4On = new PowerButtonOn(button);  
        PowerButtonOff PS4Off = new PowerButtonOff(button);  
  
        DaysOfPlay.setCommand(PS4On);  
        DaysOfPlay.buttonPressed();  
  
        DaysOfPlay.setCommand(PS4Off);  
        DaysOfPlay.buttonPressed();  
    }  
}
```

---

## Working Code:

