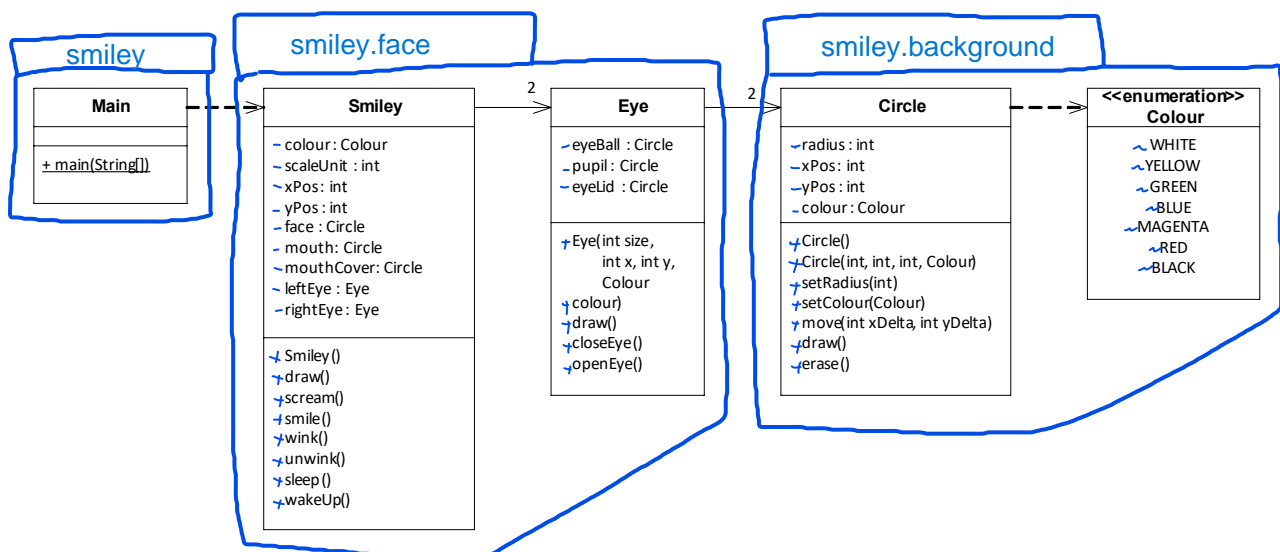


Programming Basics – live exercises

Packages

Task 1: Declaring packages

Given: the already known `Circle` class, the enumeration type `Colour` and the classes `Eye` and `Smiley`. In addition, there is a `Main` class as an entry point into the application for displaying smileys.



- a) Structure the above-mentioned classes into appropriate packages.

To do so, draw the packages in the class diagram above.

Then name the packages. When doing so, follow the package naming conventions.

- b) What visibility should the individual attributes and methods have, to ensure that they are protected from abuse as much as possible, but that all desired behaviours can still be performed?

Add the appropriate visibilities to the class diagram above. Use the normal symbols in UML:

- Only visible to the objects that belong to the own class: -
- Visible throughout the whole package: ~
- Publicly visible: +

