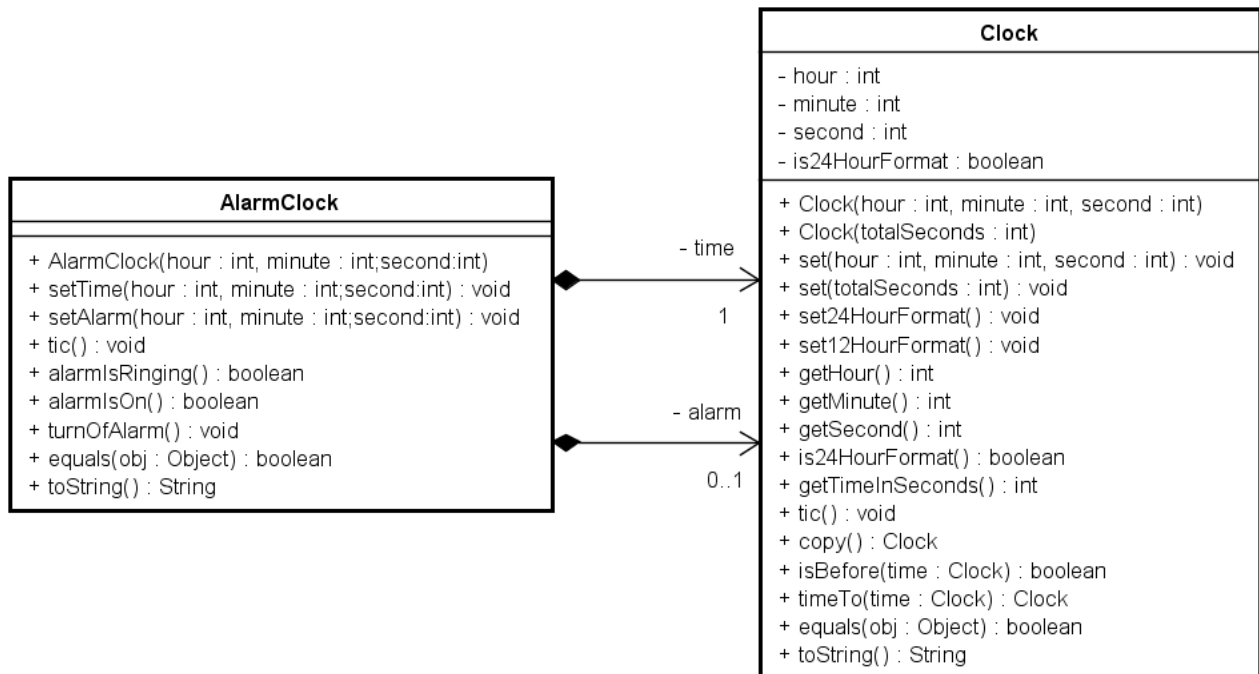


Exercises, SDJ1

Exercise: Alarm clock

Implement the class `AlarmClock` shown in the UML class diagram below (class `Clock` can be taken from a previous exercise)



Note:

- The alarm is ringing if the time is equal to the alarm time and after that, as long as the alarm is on.
- When implementing `equals` and `toString` make sure you never throw null pointer exceptions

Question: What does the multiplicity 1 mean and what does the multiplicity 0..1 mean?