

Lösung Law Of Demeter

```
class Person
{
    final String name;
    final boolean isAdult;
    int age;
    Address homeAddress = new Address()
    Company company = null;

    Person(final String name, final int age)
    {
        this.name = name;
        this.age = age;

        // Regel 1
        this.isAdult = isOlderThan(18);
    }

    // Regel 1
    boolean isOlderThan(final int desiredAge)
    {
        return getAge() > desiredAge;
    }

    boolean sameAge(final Person other)
    {
        // Regel ?
        return getAge() == other.getAge();
    }

    boolean livesIn(final City city)
    {
        // Regel ?
        return getAddress().getCity().getZipCode() ==
            city.getZipCode()
    }

    boolean isManager()
    {
        // Regel ?
        return getCompany().getStuffMembers().isManager(name)
    }
}
```

Welche Regeln werden von dem Sourcecode verletzt und wie müsste man die Klasse Person ändern?

```
boolean livesIn(final City city)
{
    // Regel 3
    return getAddress().getCity().equals(city);
    // Verstoß: getAddress().getCity().getZipCode() == city.getZipCode()
}

boolean isManager()
{
    // Regel 4
    return (company != null && company.isInManagingPosition(name));
    // Verstoß: getCompany().getStuffMembers().isManager(name)
}
```