

```
1  public class Rooms {
2      public interface Handler {
3          void onEmpty();
4      }
5      public Rooms(int m) { ... };
6      public void enter(int i) { ... };
7      public boolean exit() { ... };
8      public void setExitHandler(int i, Rooms.Handler h) { ... };
9  }
```

FIGURE 8.13 The Rooms class.