

```
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.