

Lab 10

1.

Alarm API

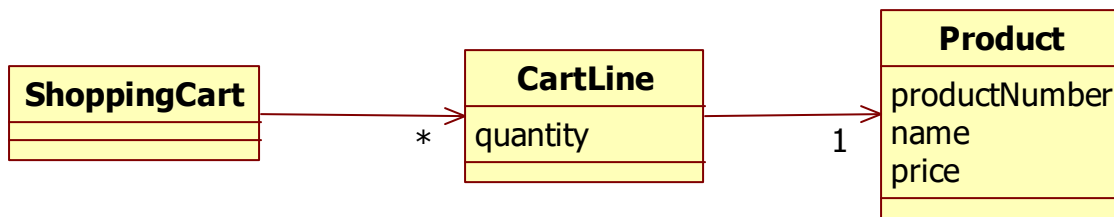
Suppose we have the following interface for an alarm system.

```
public interface Alarm {
    void turnSmokeOn();
    void turnSmokeOff();
    void turnMotionOn();
    void turnMotionOff();
    void turnTemperatureOn();
    void turnTemperatureOff();
    // if the motionsensor senses motion, wait 'delay' seconds
    // before the motion alarm goes off
    void setMotion(int delay);
    // if the temperature reaches this value the temperature alarm
    // goes off
    void setTemperature(int temperature);
    // start with logging temperature values every [interval]
    //minutes
    void startTempLogging();
    // stop logging temperature values
    void stopTempLogging();
    // change logging interval to [interval] minutes
    void setTempLogInterval(int interval);
    // get the history of temperatures for the last number of days
    List<TempLogRecord> getTemperatureHistory(int days);
    // start with logging alarm events
    void startLogging();
    // stop logging alarm events
    void stopLogging();
    // change logging interval to [interval] minutes
    void setLogInterval(int interval);
    // get the history of alarm events for the last number of days
    List<AlarmLogRecord> getAlarmHistory(int days);
}
```

Is this interface a good interface, and if not, how would you change this interface.

2.

Suppose we have a shopping component with the following domain classes:



We design the following API for this component:

```
public interface ShoppingCart {

    void addToCart(int cartId, CartLine cartLine, Product product);
    void updateCart(int cartId, CartLine cartLine);
    void removeFromCart(int cartId, CartLine cartLine);
    int getQuantityOnStock(Product product);
    Order createOrderFromCart(int cartId);
    ShoppingCart getShoppingcart(int cartId);
    saveCart(ShoppingCart shoppingCart);
}
```

Is this interface a good interface, and if not, how would you change this interface.

3.

In the project **SpeakerRegistration** project of assignment 10, we create a new Speaker as follows:

```
Speaker speaker1 = new Speaker("Frank", "Brown", "fbrown@acme.com", 3, true,
"www.brownblog.com", browser, "Acme inc.", 800);
```

Refactor the code so that we know what these parameters mean, and the Speaker should also be immutable.