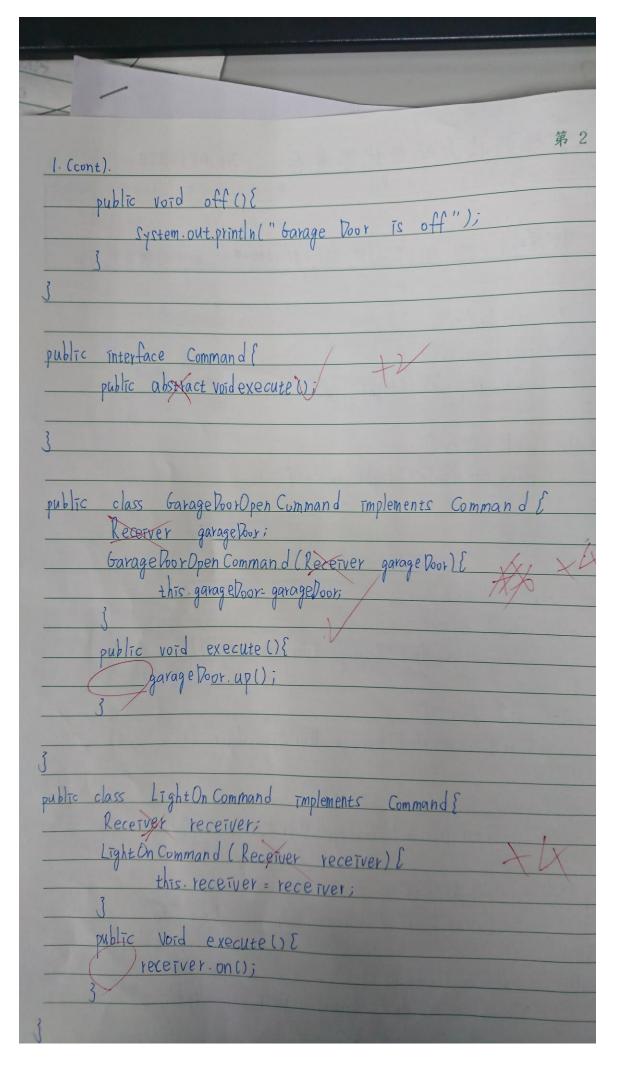
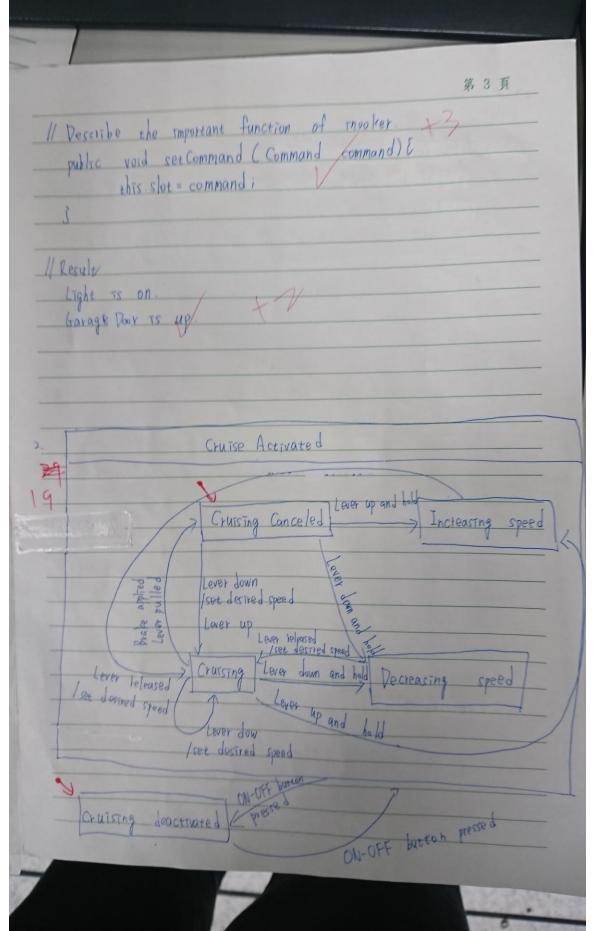
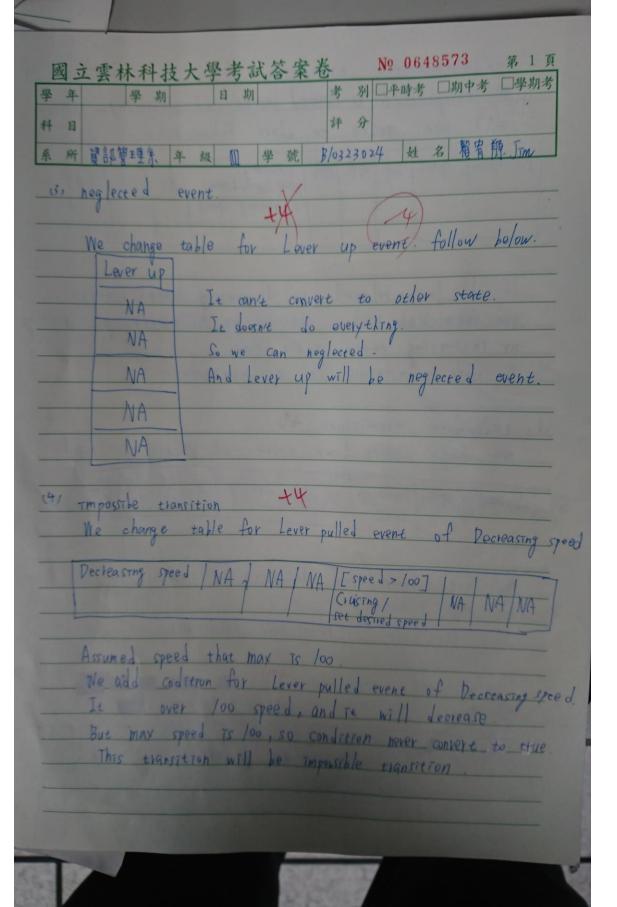
剛之原社科壮士與老計交安长 № 0648572 第1頁
公 云 外 什 投 入 字 ろ 武 合 来 也
种 目
系 所 買訊管理係 年 級 Ⅲ 學 號 B/0323024 姓 名 賴 春 縣 // IMC
VIII ( )
1
public class Light (
public void on () {
System.out.println ("Light Its on");
public void off () {
System.out.println ("Light is off");
19479021
public class Garage Door [
public void up () {
System.out. println ("Garage Poor is up");
3
public void down [) {
System. out. print   n ("Garage Boor is down");
3
public void stop() {
System.out.println ("Garage Poor is stop");
3
public void light On () (
Systemout. println ("barage Voor To light on");
3
public void light Off () {
System.out.println (" Garage Door is light off");
j







(5). Nondeterministic transitions. +5 第2頁
We change Lever released event of Mecreasing speed.  Add one state to there. Follow below.
Pecreasing speed NA NA NA Cruising/ sot desired speed NA NA NA Increasing speed
If We lever released in decreasing speed state.  We don't know where are we go. No matter go Cruising or in creasing state Tsh't sure.  So this transitions is nondeterministic.
We change Lever Jown event of Decreasing speed.  Decreasing speed Decreasing NA NA Cruising IVA IVA NA Gruin Grandwated.
We lever down and the state will convert to itself.  It's not necessary.  This transition is redundant transitions.
We change Lever down event of Pecreasing speed.  Decreasing speed [Past State = 1]  Cruising  [ lostate = 2]  Increasing speed  Thomasing speed  Thomasing speed

第3頁 The same Decreasing speed state is different convert to lever down event. Iels a inconsistent transitions. We can choice adaptee at the compile time. class adapter's cons In jave can't use multi- Inheritance. It's not flexible to use Beause we donze change adaptee out hun time Objects adapter pros. We can easy to change adapted at run time. objects adapter cons. Maybe we use wrong adaptee