

Exercise: Over the hills and far away...

In these exercises, you will work with the observer design pattern.

Tinky-Winky, Dipsy, La-la and Po live over the hills and far away.



They have not yet learned how to tell time, but fortunately, there is a big “telephone” in the neighborhood, which tells them when to wake up, have dinner, and watch television and when to say tubbie-bye-bye.



(image source: https://www.youtube.com/watch?v=Uxm_wKsjoQU&t=606s)

Exercise 1: (Design)

Create a UML class diagram where you:

- Define the methods and properties of the teletubbies.
- Define the methods and properties of the big telephone.
- Use the observer pattern to let the tubbies know when to have dinner etc.

Explain your design to one or two of your fellow students.

Exercise 2: (Implementation)

Implement your design as a Console application.

Control the telephone from the main() method and have the tubbies write to the console, when they know that they should do something new.