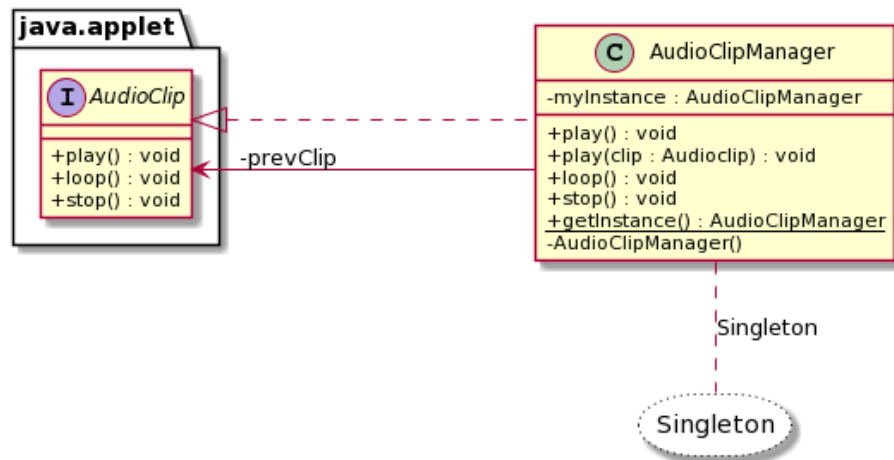


Softwaretechnologie, Übung 7

HENRY HAUSTEIN

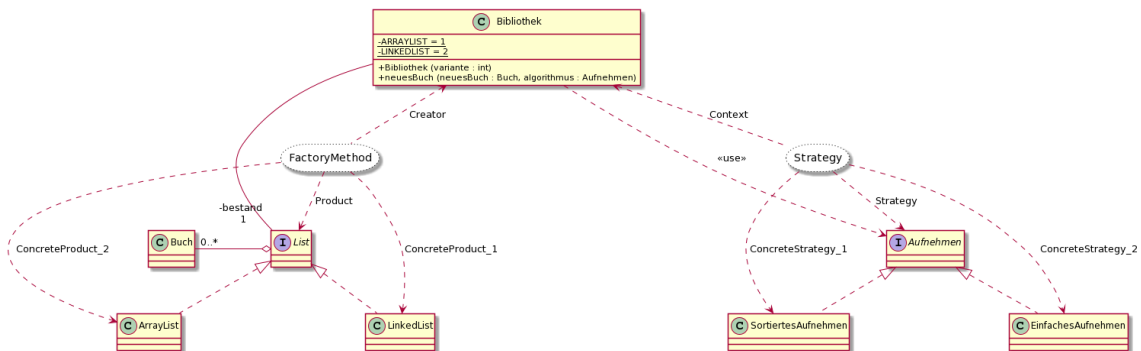
Aufgabe 1

- (a) kein gleichzeitiges Abspielen, nur eine Instanz des des AudioClipManagers (realisiert durch privaten Constructor)
- (b) Singleton
- (c) UML-Diagramm



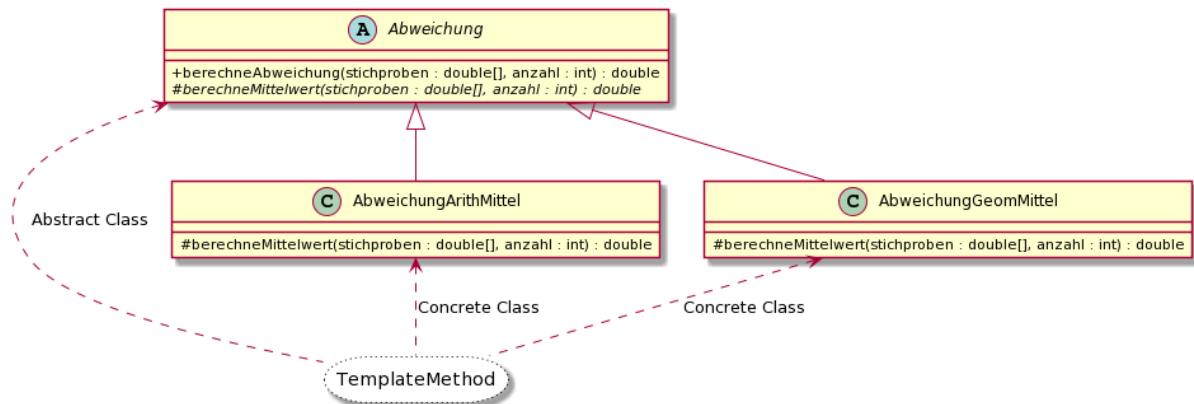
Aufgabe 2

- (a) FactoryMethod, Strategy
- (b) UML-Diagramm



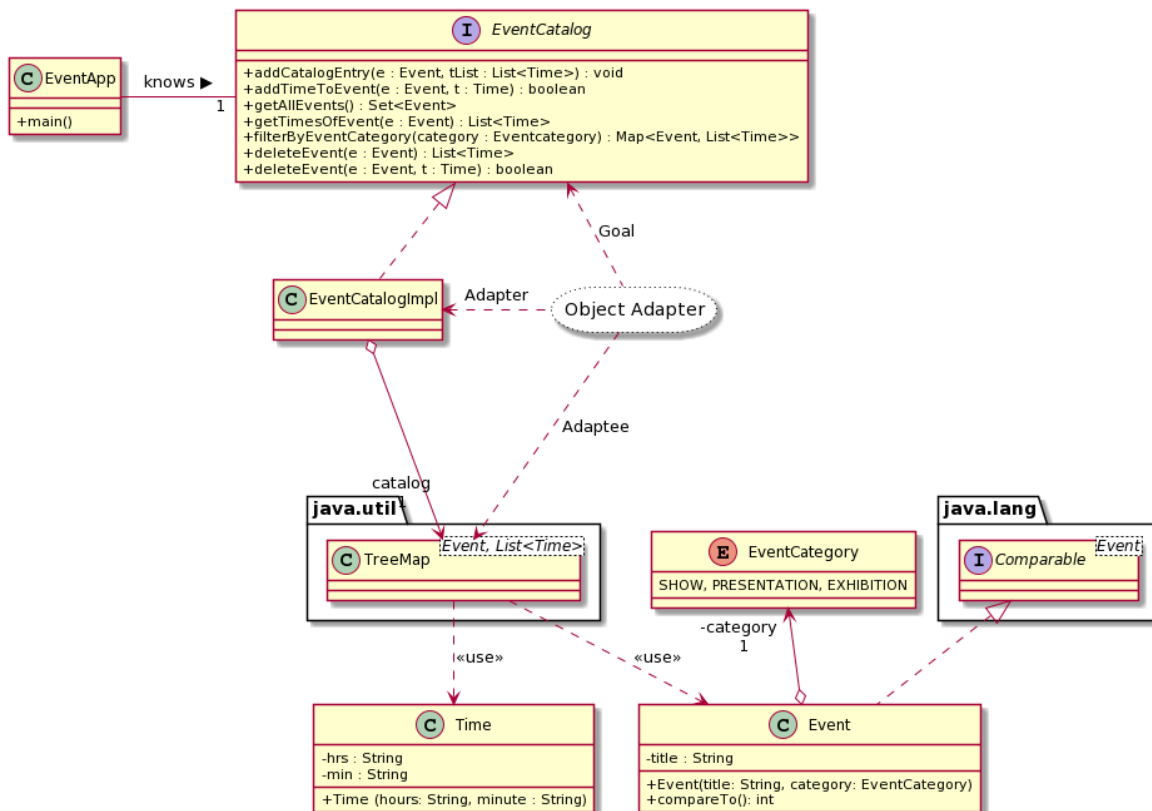
Aufgabe 3

- (a) TemplateMethod
- (b) UML-Diagramm



Aufgabe 4

- (a) UML-Diagramm für den ObjectAdapter



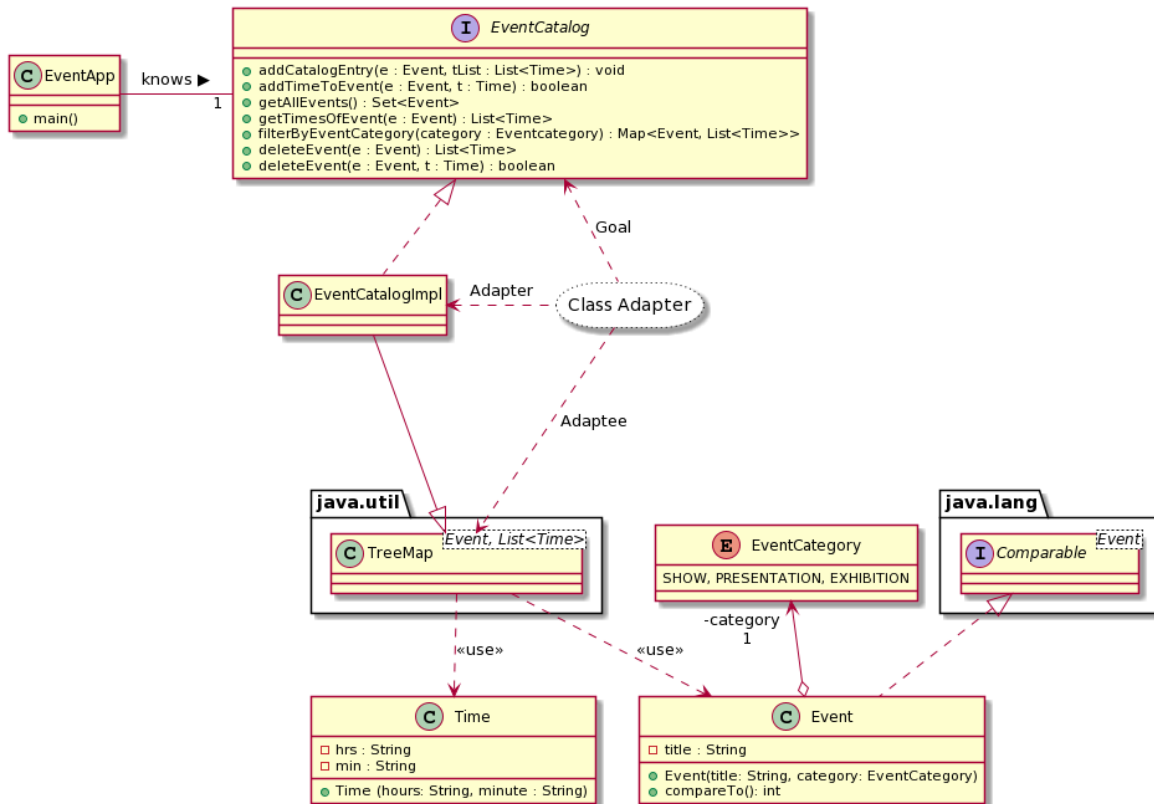
Implementierung

```

1 class EventApp {
2     public static void main(String args[]) {
3         EventCatalog eventCatalog = new EventCatalogImpl();
4         Set<Event> allEvents = eventCatalog.getAllEvents();
5     }
6 }
7
8 interface EventCatalog {
9     public Set<Event> getAllEvents();
10 }
11
12 class EventCatalogImpl implements EventCatalog {
13     Map<Event, List<Time>> catalog = new TreeMap<>();
14
15     public Set<Event> getAllEvents() {
16         return catalog.keySet();
17     }
18 }

```

(b) UML-Diagramm für den Klassenadapter



Implementierung

```

1  class EventApp {
2      public static void main(String args[]) {
3          EventCatalog eventCatalog = new EventCatalogImpl();
4          Set<Event> allEvents = eventCatalog.getAllEvents();
5      }
6  }
7
8  interface EventCatalog {
9      public Set<Event> getAllEvents();
10 }
11
12 class EventCatalogImpl implements EventCatalog extends TreeMap
    <Event, List<Time>> {
13     public Set<Event> getAllEvents() {
14         return keySet();
15     }
16 }

```