

Aufgabe 1 (45 Punkte)

Parkable (2.5 Punkte)

```
public interface Parkable { // 0.5
    public int getHeight(); // 0.5
    public int getWidth(); // 0.5
    public String getName(); // 0.5
    public double getValue(); // 0.5
}
```

ParkingLot (8.5 Punkte)

```
public class ParkingLot { // 0.5
    public static final int MIN_WIDTH = 200; // 0.25
    public final int number; // 0.25
    public final int width; // 0.25
    private Parkable item; // 0.25

    public ParkingLot(int number, int width) { // 0.5
        this.number = number; // 0.25
        this.width = width; // 0.25
    }

    public void park(Parkable item) throws TooWideException { // 1
        if (item.getWidth() > width) { // 0.5
            throw new TooWideException(item.getWidth() - width); // 1
        } else {
            this.item = item; // 0.5
        }
    }

    public boolean isFree() { // 0.5
        return item == null; // 0.5
    }

    public double getValue() { // 0.5
        if (isFree()) { // 0.5
            return 0; // 0.5
        } else {
            return this.item.getValue(); // 0.5
        }
    }
}
```

TooWideException (2 Punkte)

```
public class TooWideException extends Exception { // 0.5
    public final int difference; // 0.25

    public TooWideException(int difference) { // 0.5
        super(); // 0.5
        this.difference = difference; // 0.25
    }
}
```

Floor (13 Punkte)

```
public class Floor implements Comparable<Floor> { // 0.5
    public static final int MIN_HEIGHT = 200; // 0.25
    private int height; // 0.25
    private int level; // 0.25
    public final ArrayList<ParkingLot> parkingLots; // 0.25

    public Floor(int level, int height) { // 0.5
        this(level, height, 2); // 0.5
    }

    public Floor(int level, int height, int numberOfParkingLots) { // 0.5
        this.level = level; // 0.25
        this.height = height; // 0.25
        this.parkingLots = new ArrayList<>(); // 0.5
        int width = ParkingLot.MIN_WIDTH; // 0.5
        for (int i = 0; i < numberOfParkingLots; i++) { // 0.5
            this.parkingLots.add(new ParkingLot(i + 1, width)); // 0.5
            width = width + 10; // 0.5
        }
    }

    public boolean park(Parkable item) { // 0.5
        if (item.getHeight() >= this.height) { // 0.5
            return false; // 0.5
        } else {
            for (ParkingLot parkingLot : parkingLots) { // 0.5
                if (parkingLot.isFree()) { // 0.5
                    try { // 0.25
                        parkingLot.park(item); // 0.5
                        System.out.println(
                            item.getName()
                            + " geparkt. Stock: "
                            + level
                            + " Platz: "
                            + parkingLot.number); // 0.5
                    return true; // 0.25
                } catch (TooWideException e) { // 0.5
                    System.out.println(
                        "Parkplatz um "
                        + e.difference
                        + " zu klein. Stock: "
                        + level
                        + " Platz: "
                        + parkingLot.number); // 0.5
                }
            }
        }
        return false; // 0.5
    }

    public int compareTo(Floor other) { // 0.5
```

```

        if (other.level > this.level) { // 0.5
            return -1; // 0.25
        } else {
            return 1; // 0.25
        }
    }
}

```

FloorValueComparator (6 Punkte)

```

public class FloorValueComparator implements Comparator<Floor> { // 0.5

    public int compare(Floor floor1, Floor floor2) { // 0.5
        double v1 = getFloorValue(floor1); // 0.5
        double v2 = getFloorValue(floor2); // 0.5
        if (v1 > v2) { // 0.5
            return -1; // 0.25
        } else if (v2 > v1) { // 0.5
            return 1; // 0.25
        } else {
            return 0; // 0.25
        }
    }

    private double getFloorValue(Floor floor) { // 0.5
        double value = 0; // 0.25
        for (ParkingLot parkingLot : floor.parkingLots) { // 0.5
            value += parkingLot.getValue(); // 0.5
        }
        return value; // 0.5
    }
}

```

CarPark (7 Punkte)

```

public class CarPark { // 0.5
    public final ArrayList<Floor> floors; // 0.25

    public CarPark(int numberOffloors) { // 0.5
        this.floors = new ArrayList<>(); // 0.25
        int height = Floor.MIN_HEIGHT; // 0.25
        for (int i = 0; i < numberOffloors; i++) { // 0.5
            this.floors.add(new Floor(i, height)); // 0.5
            height = height + 25; // 0.25
        }
    }

    public void park(Parkable item) { // 0.5
        for (Floor floor : floors) { // 0.5
            if (floor.park(item)) { // 0.5
                break; // 0.5
            }
        }
    }
}

```

```

public void sortByValue() { // 0.5
    Collections.sort(this.floors, new FloorValueComparator()); // 0.5
}

public void sortByDefault() { // 0.5
    Collections.sort(this.floors); // 0.5
}
}

```

ExamTask01 (6 Punkte)

```

public class ExamTask01 { // 0.5
    public static void main(String[] args) { // 0.5
        CarPark carPark = new CarPark(5); // 0.5
        carPark.park(new BMW(100, 100, "BMW 320i", 30_000)); // 0.5
        carPark.park(new BMW(250, 200, "BMW 340i", 60_000)); // 0.5
        carPark.sortByValue(); // 0.5
        Floor firstFloor = carPark.floors.get(0); // 0.5
        double value = 0; // 0.5
        for (ParkingLot parkingLot : firstFloor.parkingLots) { // 0.5
            if (parkingLot.getValue() > value) { // 0.5
                value = parkingLot.getValue(); // 0.5
            }
        }
        System.out.println("Wert des wertvollsten Autos im teuersten Stock: " + value); // 0.5
    }
}

```