

# CSSE2003 Tutorial, week 8

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The code for this exercise is in the repository at

**<https://github.com/UQcsse2003/examples.git>**

Clone it. Note that you won't be able to push to this repository, only pull from it. Inside the repository is a **"tutorials"** Maven project. Import it into Eclipse

## About the code

The package "week8" contains some code that you'll be working with this week. It is loosely based on a very old tv show called *The Prisoner*.

John Drake has recently resigned from the British secret service. The following morning, he awakes in The Village to discover he is "Number Six". All villagers have a number, and nobody knows who are the prisoners and who are the warders. The code simulates his attempts to leave The Village, and to enable all the other prisoners to leave too.

In this week's tutorial, Number Six has decided that in order to leave The Village, first he must find out who is Number One.

## Try the code

- Read and run the tests. (The tests contain the story for today.) But don't worry too much about understanding the code yet.

## UML Class Diagram Exercise

- Draw a UML Class Diagram of the code – Village, Person, Number Six, Number One, Warden, Notepad. Include methods, fields, visibility annotations, and parameter types. (But don't include getters/setters)

## Design Patterns Exercise

- The Village builds a telephone exchange. You have been asked to restructure the program using a Mediator pattern so that villagers can text important messages to each other through the exchange, rather than have to find each other at all. Draw a UML diagram of your revised design, but don't write the code yet.  
(Omit the fields, methods, etc for classes that haven't changed)

## Restructuring Exercise

1. Copy the code into a new package: "week8.mediator"
2. Modify the code to implement the Mediator pattern design from the previous exercise.

