Lamp

- <u>Levels: int</u>
- <u>Delta: double</u>
- _intensityLevel: int

+ Lamp()
+<<get>> -<<set>>On:bool
+<<get,set>>Intensity:double
+ SwitchOn()
+ SwitchOff()
- <u>CorrectIntensity()</u>
+ Dim()
+ Brighten()
+ AsString():string