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<pre> #include <iostream> #include <cassert> #include <list> using namespace std; class Property; class SecurityGuard { private: bool deployed; Property *guarding; public: SecurityGuard() { deployed = false; guarding = NULL; } bool assigned_to(Property *p); void receive_alert(string message) { cout << this << " receiving alert: " << message << endl; } }; class Property { private: // using STL: list<SecurityGuard *> guardians; // using given template class: // List<SecurityGuard *> guardians; public: void acquire(SecurityGuard *g) { // using STL: guardians.push_back(g); // using given template class: // guardians.append(g); } void release(SecurityGuard *g) { // both STL or given template class: guardians.remove(g); } void send_alert(string message) { // using STL: list<SecurityGuard *>::iterator it; for (it = guardians.begin(); it != guardians.end(); it++) (*it)->receive_alert(message); // using given template class: // for (SecurityGuard **current = guardians.front(); *current; current = guardians.next()) // (*current)->receive_alert(message); } }; bool SecurityGuard::assigned_to(Property *p) { if (guarding) guarding->release(this); guarding = p; guarding->acquire(this); deployed = true; return true; } </pre>		

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<pre> class MotionDetector { private: Property *prop; string name; public: MotionDetector(const char *_name, Property *_prop) { prop = _prop; name = _name; } void activate() { if (prop) prop->send_alert("Motion detected in " + name); } }; int main() { Property kp, ic; MotionDetector m1("Hallway West", &kp); MotionDetector m2("Hallway East", &kp); MotionDetector m3("Crown Jewels Display Case", &kp); MotionDetector m4("Reception Office", &ic); SecurityGuard alice, bob; alice.assigned_to(&kp); bob.assigned_to(&ic); m1.activate(); alice.assigned_to(&ic); m3.activate(); return 0; } </pre>		