

```
1  public class BookableRoom {
2      private Room room;
3      private String timeSlot;
4      private String status;
5      private int occupancy;
6
7      public BookableRoom(Room room, String timeSlot){
8          this.room = room;
9          this.timeSlot = timeSlot;
10         this.status = "EMPTY";
11         this.occupancy = 0; //When a bookable room is created, it has no one using it
12     }
13
14     public void increaseOccupancy(){ //Increase the occupancy by 1
15         this.occupancy++;
16         if(this.occupancy == this.room.getCapacity()){ //If the room is at capacity
17             status = "FULL"; //Mark its status as full
18         } else { //If not
19             status = "AVAILABLE"; //Mark its status as available (cannot go to empty)
20         }
21     }
22
23     public void decreaseOccupancy(){ //Decrease the occupancy by 1
24         this.occupancy--;
25         if(occupancy == 0){ //If the room is now empty
26             status = "EMPTY"; //Mark its status as empty
27         } else { //If not
28             status = "AVAILABLE"; //Mark its status as available (cannot go to full)
29         }
30     }
31
32     public String getTranscript(){return ("| " + timeSlot + " | " + status + " | " +
room.getCode() + " | occupancy: " + occupancy + " |");} //Returns a summary of
information as a string
33     public Room getRoom(){return room;} //Returns the related room
34     public String getTimeSlot(){return timeSlot;} //Returns the timeSlot
35     public String getStatus(){return status;} //Returns the status
36 }
```