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RemoteControl

```
public interface RemoteControl {
    boolean powerOnOff();           // Returns new state, on = true
    int volumeUp(int increment);    // Returns new volume level
    int volumeDown(int decrement); // Returns new volume level
    void mute();                   // Mutes sound output
    int setChannel(int channel);    // Set the channel number and return it
    int channelUp();               // Returns new channel number
    int channelDown();            // Returns new channel number
}
```

TV

```
import static java.lang.Math.max;
import static java.lang.Math.min;

public class TV implements RemoteControl {
    public TV(String make, int screensize) {

    }

    public boolean powerOnOff() {

    }

    public int volumeUp(int increment) {
        // If the power is off
        // Nothing works

        // Set volume - must not be greater than the maximum
    }

    public int volumeDown(int decrement) {
        // If the power is off
        // Nothing works

        // Set volume - must not be less than the minimum
    }

    public void mute() {
        // If the power is off
        // Nothing works
    }

    public int setChannel(int newChannel) {
        // If the power is off
        // Nothing works

        // Channel must be from MIN_CHANNEL to MAX_CHANNEL
    }

    public int channelUp() {
        // If the power is off
        // Nothing works

        // Wrap channel up to MIN_CHANNEL when MAX_CHANNEL is reached
    }
}
```

```

public int channelDown() {
    // If the power is off
    // Nothing works

    // Wrap channel down to MAX_CHANNEL when Min_CHANNEL is reached
}

private String make = null;
private int screensize = 0;
private boolean power = false;

private int MIN_VOLUME = 0;
private int MAX_VOLUME = 100;
private int volume = MIN_VOLUME;

private int MIN_CHANNEL = 0;
private int MAX_CHANNEL = 999;
private int channel = 0;
}

```

TryRemoteControl

```

import static java.lang.Math.random;

public class TryRemoteControl {
    public static void main(String args[]) {
        RemoteControl remote = null;

        // You will create five objects to operate using our remote
        for(int i = 0 ; i<5 ; i++) {
            // Random choice of TV make and screen size
            remote = new TV(random()<0.5 ? "Sony" : "Hitachi",
                random()<0.5 ? 32 : 28);
            // Now operate it, whatever it is
            remote.powerOnOff();           // Switch it on
            remote.channelUp();             // Set the next channel up
            remote.volumeUp(10);           // Turn up the sound
        }
    }
}

```