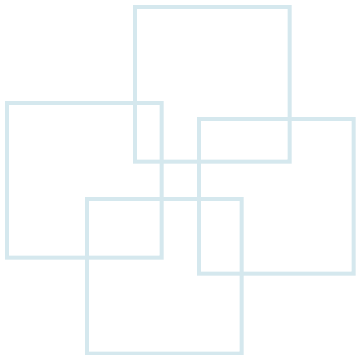
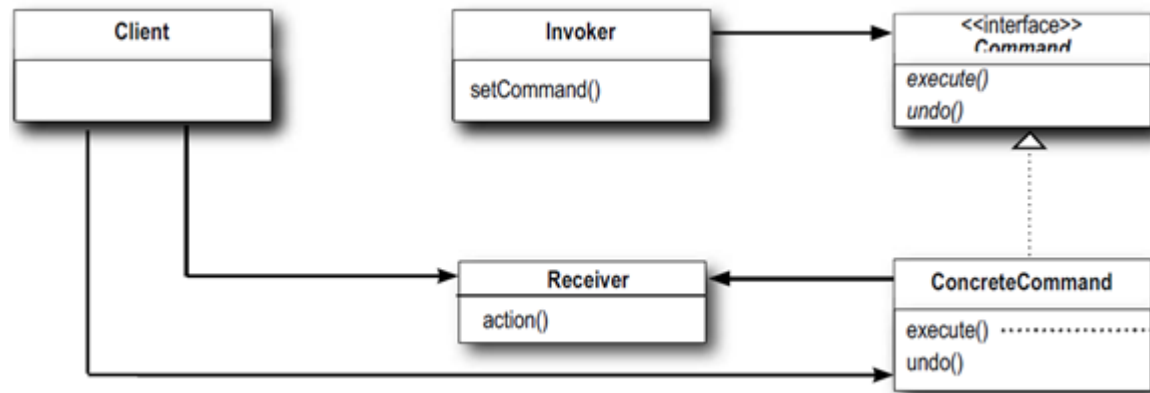


# Project 5

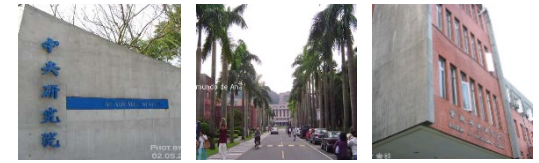
## Command Pattern





# Requirement

- Command pattern practice
  - Write a JAVA/C++ project to implement the command pattern.
- Design a remote controller that contains six buttons 1-8. Each of Buttons 1-5 switches the “on” and “off” states of a device.
  - 1: TV, 2: light, 3: airconditioner, 4: dvdplayer, 5: stereo
  - 6: Turn all devices off
  - 7: Turn all device on.
  - 8: Show the current status of all the devices
- Initially, all the devices are off. For example, when Button 1 is pressed, TV is on; when Button 1 is pressed again, TV is off.
- Suppose that your program is called “remote”.
  - Execute: `java remote`
  - Input: # 2
  - Output: # light is on
  - Input: # 8
  - Output: # TV is off. Light is on. Airconditioner is off. Dvdplayer is off. Stereo is off.
  - Input: # 2
  - Output: # light is off



# Submission

- Each person in one group.
- Write down a brief report in 2 pages to describe how you do and what you do and learn, including:
  - 1. Explain how you work on this project or how you make this project work.
  - 2. Depict and explain the framework or relation of objects in your program.
  - 3. What you learned and what are the main problems that you encounter?
- Compress your report, source code, and the executable/binary files in a compressed file named with **OOAD-P5-FullStudentID(YourName)**
- Email your project to TA [loveweekly@gmail.com](mailto:loveweekly@gmail.com) (葉懿萱) with the email title: **OOAD Project 5, FullStudentID(YourName)**
  - Write emails to ask TA if you have any question about this project.
- For the delayed submission, deduct two points for each day.
- The deadline is two weeks later (**2013/3/31 24:00**).