

Lab 12 Review and More

- Q1. Spying Agent
- Q2. Playables
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- Q4. Add/drop controllers

Based on mock and test questions by by Dr. W.K. Chan / CS2312 [2013-2014 Sem A]

Q1. (This exercise is based on a previous mock question by by Dr. W.K. Chan / CS2312 [2013-2014 Sem A])

A double agent is both a spy of company A and a spy of company B. When in company A, he/she should be a type of SpyOfA. When in company B, he/she should be a type of SpyOfB.

Given: Main.java and JuniorDoubleAgent.java

```
public class Main
{
    private static void enterA(SpyOfA spy) {
        spy.reportToA();
    }

    private static void enterB(SpyOfB spy) {
        spy.reportToB();
    }

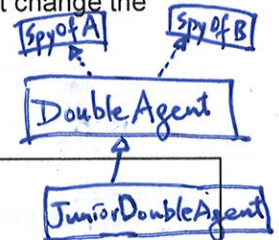
    public static void main(String[] args) {
        DoubleAgent spy = new JuniorDoubleAgent();
        enterA(spy);
        enterB(spy);
    }
}
```

```
public class JuniorDoubleAgent extends DoubleAgent
{
    public void reportToA() {
        System.out.println("Report B's information!");
    }

    public void reportToB() {
        System.out.println("Report A's information!");
    }
}
```

Output:
Report B's information!
Report A's information!

Your task: Add the interfaces SpyOfA, SpyOfB, and all required class(es). Do not change the contents in Main.java and DoubleAgentJunior.java.



<p><i>optional</i></p> <pre>public interface SpyOfA { <i>optional</i> public void reportToA(); }</pre>	<pre>public interface SpyOfB { }</pre> <p style="text-align: center;"><i>similar</i> →</p>
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```
public abstract class DoubleAgent implements SpyOfA, SpyOfB
{
    must
    public abstract void reportToA();
    ----- B ();
}
optional
```