/**
 * Models a room.
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 */

public class Room {
    private int roomNumber;

    /**
     * Creates a new room of given size.
     * <p>
     * Size has to be &gt;= 0
     * @param size
     */
    public Room(int size){
        super();
        setSize(size);
        this.persons = new ArrayList<Person>();
    }

    /**
     * Adds a [link Person] to this room. If the person is located
     * somewhere else, the Person is removed from its old location and
     * transfered to this room.
     *
     * @param person the Person to add
     * @throws exception if the room is full
     * @return true if person successfully entered the room
     */
    public synchronized boolean addPerson(Person person) throws Exception{
        if(person == null) return false;
        if(person.getLocation() != null ){
            ......
            return persons.add(person);
        }
    }
}