

Classes

```
/**
 * Models a room.
 *
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 *
 */
public class Room {
}
```

Constructors

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

Variables

```
/**
 * The Room number
 */
private int roomNumber;
```

Methods

```
/**
 * Adds a {@link Person} to this room. If the person is located
 * somewhere else, the Person is removed from its old location and
 * transferred 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);
}
```