



Hotel Mamagen

```
+ Save ( ) : word
+ Save As ( f. lemans : Staing) : void
+ load ( filemane : String) : roid
+ import File (filemane: Staing): void
+ register Ammal Commalled String; mame: String, Species Id: String, habitat Id: String): void
+ Show AllAnima's (): word
- Show Satisfaction Of Animal (): void
+ Trains for To Habitat Comman Id: String, mew Habitat Id: String): void
- Show All Employees (1: void
+ Reg. ster Employee ( employee Id : String, mame: String, type: String) : void
+ Add Response builty ( rusponsibility Id : String, employee Id : String): void
+ Remove Respons & dity employee Id: String, responsibility Id: String ): void
+ Show Satisfaction Of Employee ( employee Id : String): Id
 + Show Are Habitats (): void
 + Register Hobitat (habitat Id: String, mame: String, habitat Aua: Int): void
+ Change Habitat Area I habitat Id: String, mew Area: Int): void
+ Change Habitat Imfluence (habitat Id: String, species Id: String, habitat Influence: int): void
 + Add True To Habitat / habitat Id: String, tru Id: String, mame: String, tree Age: int, tree Dificulty: int, tree Type: String): void
 + Show All Trees In Habitat (): void
 + Show All Vacines () : void
  + Register Vaccime (vaccime Id: String, manne: String, speccies Id; String[]): void
  + Vaccinate Amimal (vaccine Id: String, vaterinariam Id: String, Amimal Id: String): void
  + should racimations (): void
 + Show Amimals In Habitat (habitat Id: String): void
 + Show Medical Acts Om Armimal (amimal Id: String): void
 + Show Medical Acts By Keter; mariam (veterinarian Id: String): void
 + Show Wrong Vaccimations (): void
 + Advamo Seasom (): void
```

Hotel

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+ negister Aminal (animal Id: String, mame: String, Species Id: String, habitat Id: String): void
+ Show Allamimals (): void
+ show satisfaction OfAminal (): void
+ Transfor To Habitat (aminimal Id: String, mur Habitat Id: String): void
+ show All Employees (): vod
+ Register Employee ( * mployee Id: string, mame : String, type : String): void
+ Add Responsibility ( responsibility Id : String , employee Id : string ) : void
+ Remove Responsibility ( responsibility Id: String , employee Id: String): Void
+ Show Satisfaction Of Employee (imployee Id: String): World
+ Show ARRHabitats (): void
+ Register Habitat (habitat Id: String, marrie: String, habitat Area: int): void
+ (hange Habitat Anea (habitat Id: String, new Area: int): void
+ Change Habitat Influence (habitat Id: String, Species Id: String, habitat Influence: int): void
+ Add Tree To Habitat ( Mabitat Id: String, tree Id: String, mame: String, tree Age: int, tree Dificulty: int, tree type: String 1: void
+ Show All Trues Im Habitat (): void
+ show All Vaccines (1: void
+ Register Vaccine I vaccine Id: String, mame: String, Species Id: String[]): void
 + Vaccimate Amimal (vaccine Id: String, veterimanian Id: String, Amimal Id: String): void
 + Show All Vaccinations (): void
 + show All Amimals InHabitat (Habitat Id: String): void
 + Show Medical Acts On Aminal (aminal Id: String): void
 + show Medical Acts By Veterinariam (veterinariam Id: String): void
 + Show Wrong Vaccimations (): void
 + Advance Season (1: void
```

Amimal

- _amimal Id : String
- mome : String
- _ health Status : String[]
- + vaccimate (vaccine: Vaccine, vet: Veter.maniam): void
- + transfer to Habitat (me w Habitat : Habitat) : void
- + get Satisfaction (5: Satisfaction Strategy): double
- + get Health History (1: String

Species

- species. Id : String
- mame: String
- + add Am imal (amimal : Amimal) : void
- + remove Animal (animal : Amimal): void
- + get Animal By Id (aminal Id: string): Aminal

Habitat

- - habitat Id . String
- mane : Staing
- -- area : int
- -- species In Ifluence: Map (species, Influence >
- + add Tare (true: Tree) : void
- + remove Tree (tree : Tree) : woid
- + add Amimal (amimal : Amimal): woid
- + nemove Amimal (animal : Animal) : void
- +set Influence (species: Species, influence: string) : void

Vaccine

- - varcine Id : String
- -- mamy: String
- + is Sui to ble Foon (Speccies Id: String): boolean
- + calculate Damage (amimal: Amimal): int

Vaccination Record

- - vacine : Vacine
- -_amimal : Amimal
- vet : veterimariam

Cabstract >>

- -tree Id: String
- -mame : String
- -age : int
- _baseleaming Difficulty : int
- + calculate Total Cleaming Effort (1: double

DeciduosTree

+ get Tree Type (): String

Evergreen Tree

+ get True Type (): String

ecabstract >> Employee

- - employee Id . Staing
- -mane : String
- + abstract » get Satisfaction (-1:double

Hamdler

+ get Satisfaction (s: Satisfaction Strategy): double

veter, mariam

+ setSatisfaction (5: Satisfaction Strategy): double

Declaro pen minha homra que este diagrama foi realizado apenas pelos elementos que constituen o grupo do projeto.

Redro Numes

Declaro por mucho havro que este diagrama poi realizado apenas polos elementos que constituem o grupo do projeto. Andres Bort Satisfaction Strategy
+ calculate Satisfaction intity: T)
: double

Amintal Satisfaction

+calculate Satisfaction (A: Amintal): double

veterimanium Satis faction

+ calculate Satis faction (v: retarimasium): double

Hamdler Satisfaction
+ calculate Satisfaction (H: Hamdler): double

+ get Seasonal Effort (tree: Tree): emt

+ mext season (): Seo son State

Spring

+ gut Seasonal Effort: (troe: Tree): imt
+ mext Season (): Season State

winter

+get Susanal Effort (tree: Tree): int

+ mext Season (): Season State

Summer

+ get Seasonal Effort (tree: Tree): int

+ nuxt season (): Season State

Autumm

+ get Seasomal Effort (tree; Tree): int

+ mxtseasom (): seasomState

CurrentSeason

+ mext Seasom (): void

+ get Seasonal Effort (true: True): int

+ get Current Season (1: String