Class Descriptions:

Animal: An animal is an animal held by the shelter. This class contains details about a given animal, for example, age, sex, and level of energy.

Client: A client is a potential client of the shelter. This class contains details about a given client, for example, age, sex, and whether or not they have children.

View Animals: Gives a list of current animal objects within the system. List of animals is requested from the Animal Manager.

View Detailed Animal: Gives the specific details of a single animal. Animal object is provided by the Animal Manager.

Input New Animal: The input for a new animal object which is then handed off to the Animal Manager.

View Clients: Gives a list of current client objects within the system. List of clients is requested from the Client Manager.

View Detailed Client: Gives the specific details of a single client. Client object is provided by the Client Manager.

Input New Client: The input for a new client object which is then handed off to the Client Manager.

Animal Manager: The animal manager handles passing animal object information to and from the database.

Client Manager: The client manager handles passing client object information to and from the database.

Database: The database is the repository for the client and animal object information.

Subsystem Descriptions:

Interface Subsystem: The interface subsystem is concerned with the user interface aspects of the application. It is responsible for displaying Animals created by the Animal Manager in both a list using View Animals, or the details of a specific animal using View Detailed Animal. It can also create a new animal, getting the data using Input New Animal, which is then passed to the Animal Management System for addition to the database. It is also responsible for displaying Clients created by the Client Manager in both a list using View Clients, or the details of a specific client using View Detailed Client. It can also create a new client, getting the data using Input New Client, which is then passed to the Client Management System for addition to the database.

Animal Management Subsystem: The Animal Management Subsystem is concerned primarily with creating animal objects to be passed to the Interface Subsystem and taking animal objects passed from the Interface Subsystem and adding their information to the database.

Client Management Subsystem: The Client Management subsystem is concerned primarily with creating Client objects to be passed to the Interface Subsystem and taking information from Client objects passed from the interface subsystem and adding it to the database.

Storage Subsystem: The Storage Subsystem is concerned with retaining information about Animals and Clients, passing that information to the Client or Animal Management Subsystems, and with receiving Animal or Client information from the Animal or Client Management Subsystem and adding this to the database.