**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 animals within the system. List of animals is provided by the CUACS Controller.

View Detailed Animal: Gives the specific details of a single animal. The animal is provided by the CUACS Controller.

Input New Animal: The input for the information for a new animal which is then handed off to the CUACS Controller.

Edit Animal: Allows the user to edit a specific animal, which is then passed off to the CUACS Controller.

View Clients: Gives a list of current clients within the system. List of clients is requested from the controller subsystem.

View Detailed Client: Gives the specific details of a single client. The client is provided by the CUACS Controller.

Input New Client: The input for the information for a new client which is then handed off to the CUACS Controller.

Edit Client: Allows the user to edit a specific client, which is then passed off to he CUACS Controller.

CUACS Controller: The CUACS Controller mediates the interactions between the interface, builder, and application storage subsystems. It does this through passing animals or clients to whichever system requests them, from whichever system it is requested of. It possesses two entity builders, which can construct animal or client objects when objects are requested from the database, or when information is being passed for inclusion in the database.

Database Controller: The database controller passes animal and client information to the CUACS Controller for use in the application, as well as takes client or animal information from the CUACS Controller for eventual inclusion in the database.

Entity Builder: The entity builder is inherited by the animal and client builders which create animals and clients to pass to the CUACS controller.

Animal Builder: An entity builder which is tasked with assembling animal objects.

Client Builder: An entity builder which is tasked with assembling client objects.

Database: The database is the repository for the client and animal information. It passes information to and from the database interface.

**Subsystem Descriptions:**

Interface Subsystem: The interface subsystem is concerned with the user interface aspects of the application. It is responsible for displaying animals obtained from the controller subsystem in both a list using view animals, or the details of a specific animal using view detailed animal. It can also obtain data using input new animal, which is then passed to the controller subsystem for addition to the database. It is also responsible for displaying clients obtained from the controller subsystem in both a list using view clients, or the details of a specific client using view detailed client. It can also obtain data using input new client, which is then passed to the controller subsystem for addition to the database.

Controller Subsystem: The controller subsystem mediates the interactions between the interface, builder, and application storage subsystems. It does this through passing and receiving animal and client objects or information to and from whichever subsystems require it.

Builder Subsystem: The builder subsystem constructs objects for use in the application, whether it is animal objects or client objects.

Storage Subsystem: The storage subsystem is concerned with retaining information about animals and clients, passing that information to the controller subsystem, and with receiving animal or client information from the controller subsystem and adding this to the database.