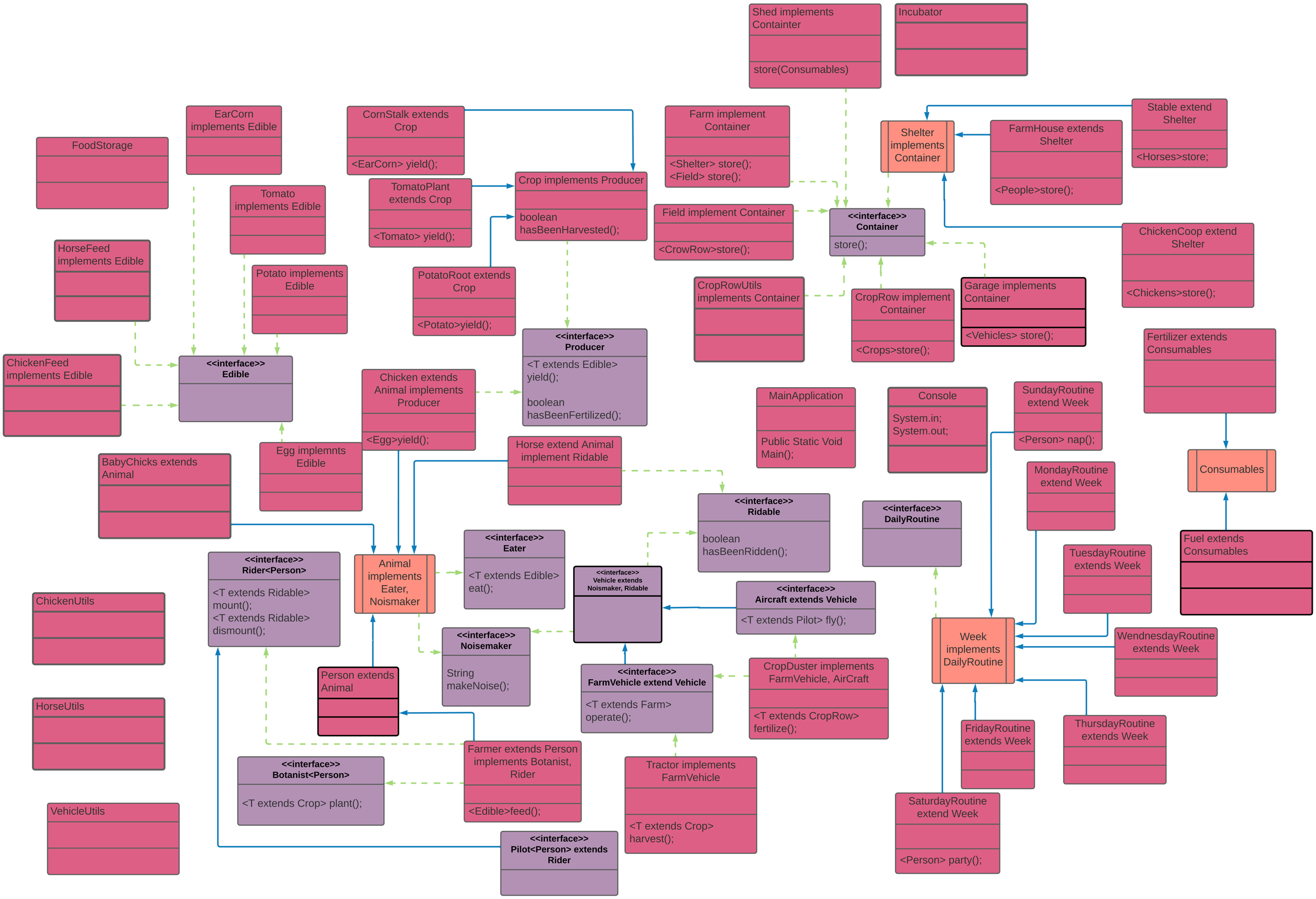
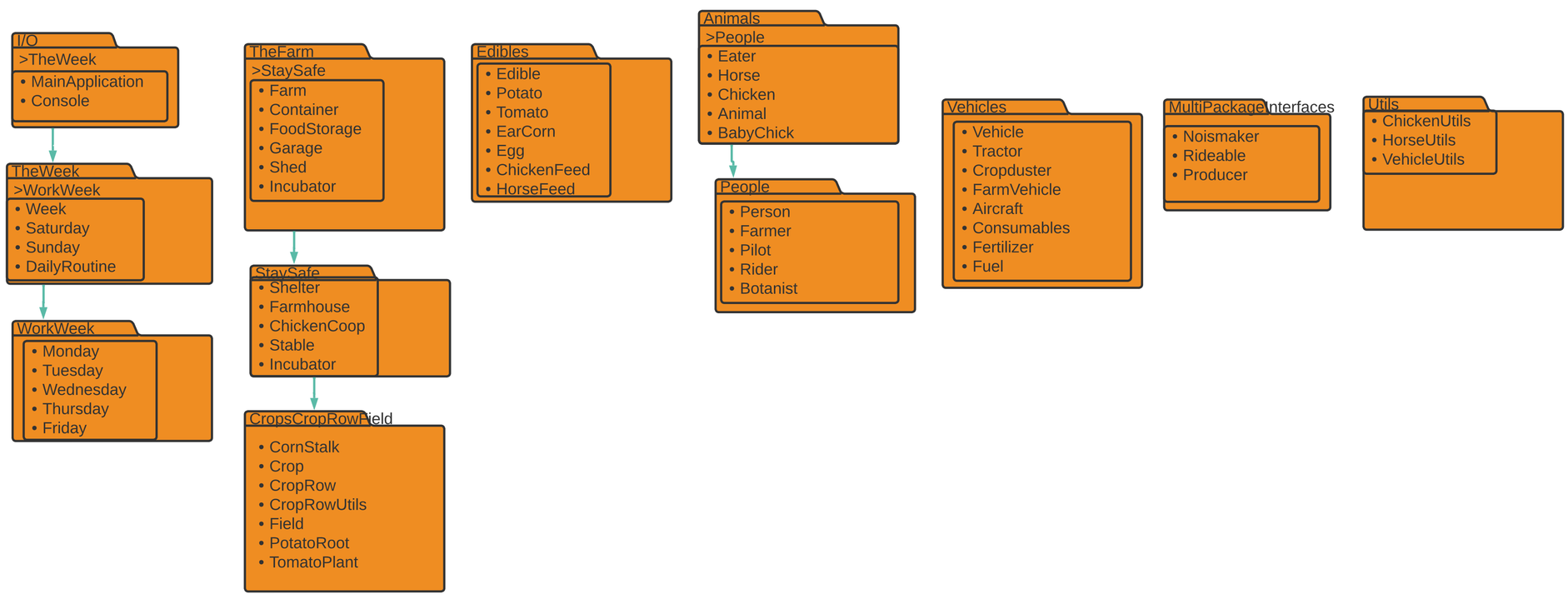

Shed implements Containter
store(Consumables)
Incubator
Stable extend Shelter
<Horses>store;
Shelter implements Container
FarmHouse extends Shelter
<People>store();
Farm implement Container
<Shelter> store();
<Field> store();
EarCorn implements Edible
CornStalk extends Crop
<EarCorn> yield();
FoodStorage
Tomato implements Edible
TomatoPlant extends Crop
<Tomato> yield();
Crop implements Producer
boolean hasBeenHarvested();
Field implement Container
<CrowRow>store();
<<interface>> Container
store();
ChickenCoop extend Shelter
<Chickens>store();
HorseFeed implements Edible
Potato implements Edible
PotatoRoot extends Crop
<Potato>yield();
CropRowUtils implements Container
CropRow implement Container
<Crops>store();
Garage implements Container
<Vehicles> store();
Fertilizer extends Consumables
ChickenFeed implements Edible
<<interface>> Edible
Chicken extends Animal implements Producer
<Egg>yield();
<<interface>> Producer
<T extends Edible> yield();
boolean hasBeenFertilized();
MainApplication
Public Static Void Main();
Console
System.in;
System.out;
SundayRoutine extend Week
<Person> nap();
Consumables
BabyChicks extends Animal
Egg implemnts Edible
Horse extend Animal implement Ridable
MondayRoutine extend Week
<<interface>> Ridable
boolean hasBeenRidden();
<<interface>> DailyRoutine
Fuel extends Consumables
TuesdayRoutine extends Week
<<interface>> Rider<Person>
<T extends Ridable> mount();
<T extends Ridable> dismount();
Animal implements Eater, Noismaker
<<interface>> Eater
<T extends Edible> eat();
<<interface>> Vehicle extends Noismaker, Ridable
<<interface>> Aircraft extends Vehicle
<T extends Pilot> fly();
ChickenUtils
Week implements DailyRoutine
WendnesdayRoutine extends Week
<<interface>> Noisemaker
String makeNoise();
Person extends Animal
<<interface>> FarmVehicle extend Vehicle
<T extends Farm> operate();
CropDuster implements FarmVehicle, AirCraft
<T extends CropRow> fertilize();
HorseUtils
FridayRoutine extends Week
ThursdayRoutine extends Week
Farmer extends Person implements Botanist, Rider
<Edible>feed();
<<interface>> Botanist<Person>
<T extends Crop> plant();
Tractor implements FarmVehicle
<T extends Crop> harvest();
VehicleUtils
SaturdayRoutine extend Week
<Person> party();
<<interface>> Pilot<Person> extends Rider


I/O
>TheWeek
• MainApplication
• Console
TheWeek
>WorkWeek
• Week
• Saturday
• Sunday
• DailyRoutine
WorkWeek
• Monday
• Tuesday
• Wednesday
• Thursday
• Friday
TheFarm
>StaySafe
• Farm
• Container
• FoodStorage
• Garage
• Shed
• Incubator
StaySafe
• Shelter
• Farmhouse
• ChickenCoop
• Stable
• Incubator
CropsCropRowField
• CornStalk
• Crop
• CropRow
• CropRowUtils
• Field
• PotatoRoot
• TomatoPlant
Edibles
• Edible
• Potato
• Tomato
• EarCorn
• Egg
• ChickenFeed
• HorseFeed
Animals
>People
• Eater
• Horse
• Chicken
• Animal
• BabyChick
People
• Person
• Farmer
• Pilot
• Rider
• Botanist
Vehicles
• Vehicle
• Tractor
• Cropduster
• FarmVehicle
• Aircraft
• Consumables
• Fertilizer
• Fuel
MultiPackageInterfaces
• Noismaker
• Rideable
• Producer
Utils
• ChickenUtils
• HorseUtils
• VehicleUtils