```
(ArrayList<Seed> mFertilizerList) { if (mFertilizerList.size() > 0) { for (Seed seed :
mFertilizerList) { System.out.print("Fertilising with " + seed.getName());
System.out.print("\n Fertilizer Quantity :" + seed.getQuantity() + "\n"); }
System.out.println("Fertilization Complete !"); } } private static void
assignDailyTask(ArrayList<Plant> mPlantList, ArrayList<Animal> mAnimalList) {
System.out.println("\nDaily Task :-"); for (Plant plant : mPlantList) { switch
(plant.getType()) { case HERB: System.out.println("Watering " + plant.getName());
break; case TREE: System.out.println("Pruning " + plant.getName()); break; } } for
(Animal animal : mAnimalList) { switch (animal.getGender()) { case M:
System.out.println("Cleaning cage of " + animal.getName()); break; case F:
System.out.println("Grooming " + animal.getName()); break; } } } private static void
feedingAnimals(ArrayList<Animal> mAnimalList) { if (mAnimalList.size() > 0) { for
(Animal animal : mAnimalList) { System.out.println("Feeding " + animal.getName() +
" which is a " + animal.getType()); } System.out.println("Feeding Complete !"); } }
private static void wateringPlants(ArrayList<Plant> mPlantList) { if (mPlantList.size()
> 0) { for (Plant plant : mPlantList) { System.out.println("Watering " +
plant.getName()); } System.out.println("Watering Complete !"); } } private static void
countPlantsAndAnimals(ArrayList<Plant> mPlantList, ArrayList<Animal>
mAnimalList) { System.out.println("\nGarden Status count :-");
System.out.println("Total Plants : " + mPlantList.size()); System.out.println("Total
Animals : " + mAnimalList.size()); } private static void
printGardenStatus(ArrayList<Plant> mPlantList, ArrayList<Animal> mAnimalList) {
System.out.print("\nGarden Status :-\n"); System.out.println("Plants :-"); if
(mPlantList.size() > 0) { for (Plant plant : mPlantList) {
System.out.println(plant.getName() + " of type " + plant.getType()); } }
System.out.println("Animals :-"); if (mAnimalList.size() > 0) { for (Animal animal :
mAnimalList) { System.out.println(animal.getName() + " of type " + animal.getType()
+ " and gender " + animal.getGender()); } } } public static void main(String[] args) {
ArrayList<Plant> mPlantList = new ArrayList<>(); ArrayList<Animal> mAnimalList =
new ArrayList<>(); ArrayList<Seed> mFertilizerList = new ArrayList<>(); Plant rose =
new Plant("Rose", PlantType.TREE); Plant grass = new Plant("Grass",
PlantType.HERB); Animal snake = new Animal("Snake", AnimalType.REPTILE,
Gender.M); Animal frog = new Animal("Frog", AnimalType.AMPHIBIAN, Gender.F);
Seed nitrogen = new Seed("Nitrogen", 2); Seed magnesium = new
Seed("Magnesium", 3); mPlantList.add
```