**Object Oriented Programming Project Report: Group 4**



**Zoo Management System**

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**February 2024**

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### **Contributions**

| Student ID | Name | Components | Details | Development hours |
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# Presentation YouTube link

# Project Description

## Project Overview

The program is designed for data management for a zoo keeping track not only animals and their quantity but also additional information about the specific animal. The program capabilities are encapsulated through member functions like adding, editing, and accessing data.

## The Purpose of the Project

### The User Business or Background of the Project Effort

Content

The business logic behind this project is to aid data management within the zoo ecosystem. Keeping track of the fluctuating numbers of animals being kept in the facility organized in a way that is user friendly. Complete with straight forward user prompts as guidance for smooth system operation.

Motivation

This project was created with flexibility in mind and was motivated to promote structure for ease of access to data for any types of user may require. This was approached through key features with the user interface and UML diagram design.

Considerations

The effort put into design was not to address an imminent but rather create a simple tool that can be used and bent to many shapes based on the problem at hand. Due to the software's capabilities to be user friendly, it can mold itself into a business model that provides entertainment as a service running on revenue. But it can also be used as a tool for database keeping and delegating by creating certain access to specific information based on administration levels.

## The Scope of the Work

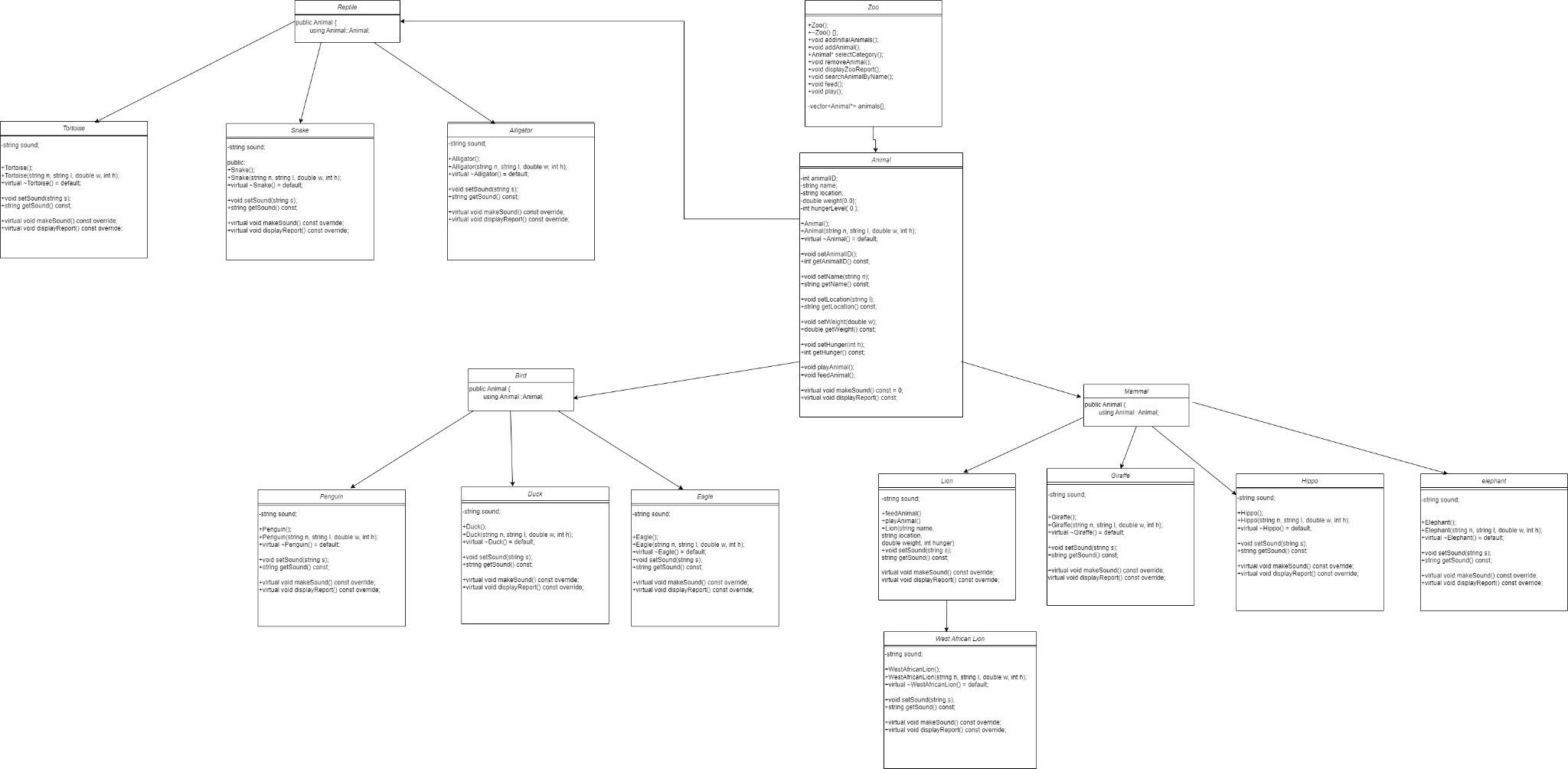
# Requirements

## Product Use Cases

This section begins to describe in more specific and precise detail exactly what steps the system takes in the course of its performance. You can use Use case diagrams or just explain in plain English. Define the system ( and its boundaries ), but also to identify functional requirements, to identify initial objects / classes, and to organize the work.

# Design

## UML Class Diagram



# Testing and Evaluation

## Features to be tested.

## Pass/Fail Criteria

# Project Issues

## Lessons Learnt

Data can be manipulated in many ways and by using the object oriented approach, you can treat data as a unique person. They can come in many shapes and forms as well as different capabilities and characteristics. These can be designed to have the ability to inherit certain characteristics and actions based on the problem at hand. The zoo population is a big infrastructure that can benefit from using a software that allows them to access and change data seamlessly for keeping track of fluctuating information in any context whether it be population, health records, age, well-being, and general status. Security measures can also be applied to delegate certain administration levels through protected, private, and public attributes.

# Conclusion

Write the conclusion of the project by discussing the issues, solutions and the outcome.

# References

This section describes the documents and other sources from which information was gathered. This sample bibliography was generated using the “Insert Citation” and “Bibliography” buttons in the “Citations & Bibliography” section under the “References” tab of MS Word. Creating new citations will not update this list unless you click on it and select “Update Field”. You may need to reset the style for this paragraph to “normal” after updating.

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| --- | --- |
| [2] | A. Silberschatz, P. B. Galvin and G. Gagne, Operating System Concepts, Ninth ed., Wiley, 2013. |
| [3] | J. Bell, "Underwater Archaeological Survey Report Template: A Sample Document for Generating Consistent Professional Reports," Underwater Archaeological Society of Chicago, Chicago, 2012. |
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