newChecklist.java is the main class.

There are four objects: Animals (animal), Activities (act), Maintenance (main) and Shops (shop).

The user will be asked, “What department?” The user will be able to type: main (maintenance), activities, shops, or animals.

Example of maintenance output:

If the user selects “main” they will then be asked, “What section of the park are you in?” The user will then type the section of the park such as, “entrance” the program will then output the tasks needed to be completed in that department.

A screenshot of a cell phone

Description automatically generated

Example of activities output:

If the user selects “activities” they will then be asked, “What program are you working?” The user will then type the program they are working such as, “zipline” the program will then output the tasks needed to be completed in that department.

A screenshot of a cell phone

Description automatically generated

Example of animals output:

If the user selects “animals” they will then be asked, “What section of the park are you in?” The user will then type the section they are working in such as, “florida” the program will then output the tasks needed to be completed in that department.

A screenshot of a cell phone

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Example of shops output:

If the user selects “shops” they will then be asked, “What section of the park are you in?” The user will then type the section they are working in such as, “giftshop” the program will then output the tasks needed to be completed in that department.

A screenshot of a cell phone

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