functional requirements

NAME	Register veterinary
SUMMARY	Register the data of a veterinarian to the veterinary center
TICKETS	name: String lastname: String id: String record: String
RESULT	A veterinarian will have successfully registered

NAME	Delete a veterinary
SUMMARY	Eliminate a veterinarian as long as there are no pets registered at the center
TICKETS	id: String
RESULT	A vet will have been removed

NAME	Register a mascot
SUMMARY	Register the data of a pet to the veterinary center
TICKETS	name: String specie: String age: int race: String priority: String symptom: String
RESULT	A pet will have been registered at the veterinary center

NAME	Remove a mascot
SUMMARY	. Remove a pet from the center as long as the pet is awaiting care
TICKETS	name: String
RESULT	A pet will have been removed from the center

NAME	star a consultation
SUMMARY	start a consultation
TICKETS	name: String id: String
RESULT	a consultation has been started

NAME	Finish a consultation
SUMMARY	Finish a consultation and decide what state the pet is in
TICKETS	id: String name: String auto: int
RESULT	Depending on whether the data is adequate or not, the veterinarian will be available to attend a pet and a status of the pet will be obtained.

NAME	Show unattended pets.

SUMMARY	Shows the number of pets that have not been cared for.
TICKETS	Has no tickets
RESULT	Displays on screen the number of pets that have not been cared for

NAME	Generate statistical information
SUMMARY	Generates statistical information on the name of the veterinarian with the highest number of consultations, Number of pets attended by priority and the Percentage of pets that left the center without being attended
TICKETS	Has no tickets
RESULT	Displays the information on the screen

NAME	Delete mascot
SUMMARY	remove all cared pets
TICKETS	Has no tickets
RESULT	all pets that were not cared for will have been removed

NAME	Ingreso a hospitalizacion
SUMMARY	Asignar a una mascota a un habitad
TICKETS	name: String
RESULT	Se Habra asignado una mascot a un habitad

NAME	registrar el ingreso de una mascota en la guardería
SUMMARY	Registrar una mascot a la guarderia
TICKETS	Name: String Id: String Days: int
RESULT	Se Habra registrado una mascota a la guarderia

NAME	Show pet spot
SUMMARY	Show where the pet is
TICKETS	Name: String
RESULT	The pet information will be displayed on the screen

NAME	Status of Habits
SUMMARY	prints on the console the map of the nursery showing the status of each habitat.
TICKETS	Has not tickets
RESULT	Show map of the all habits

NAME	Habits information
SUMMARY	the program displays information on the habitat and the pet that is housed on the console
TICKETS	Id: String
RESULT	Show information of habits and pet

NAME	Show percentages
SUMMARY	Show occupancy percentages
TICKETS	Has not tickets
RESULT	Show percentages