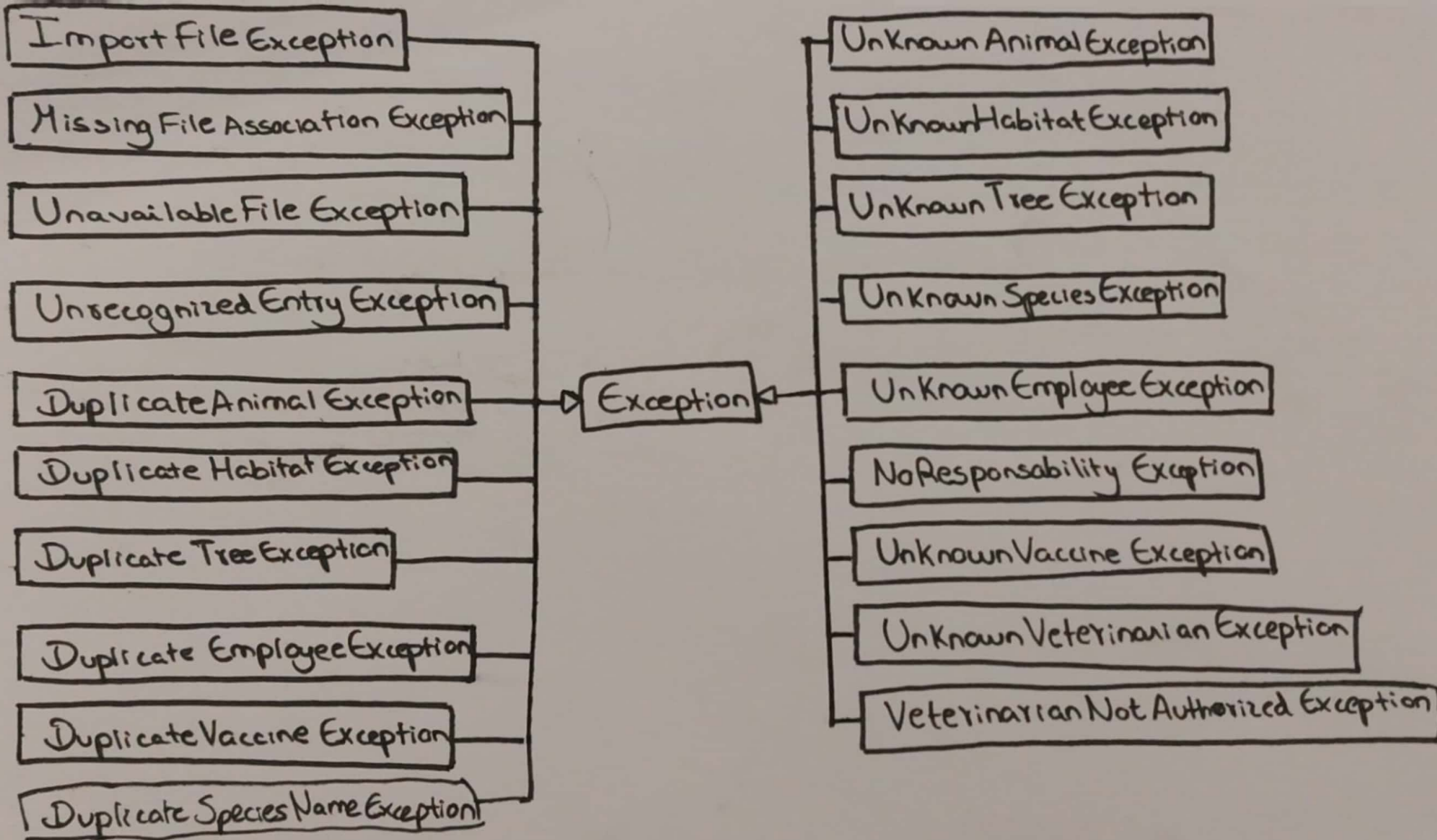


Declaro por minha honra que este diagrama foi realizado apenas pelos elementos que constituem o grupo do projeto. Matheus Afonso

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Hotel Manager
- _hotel : Hotel
- _filename : String
+ save() : void
+ saveAs (filename : String) : void
+ load (filename : String) : void
+ importFile (filename : String) : void
+ advanceSeason() : int
+ globalSatisfaction() : int
+ createHotel() : void
+ changed() : boolean

<<interface>> Satisfaction
+ satisfaction() : int

Species
- <<Animal>> speciesKey : String
- name : String
+ addAnimal (animal : Animal) : void

Animal
- <<Animal>> _animalKey : String
- name : String
- healthHistory : String[]
- species : Species
- habitat : Habitat
+ addHealthRecord (VaccineResult : String) : void

Hotel
- _season : int
+ importFile (filename : String) : void
+ registerAnimal (animalKey : String, name : String, speciesKey : String, habitatKey : String) : void
+ showAllAnimals() : void
+ showSatisfactionOfAnimal (animalKey : String) : int
+ transferToHabitat (animalKey : String, habitatKey : String) : void
+ addResponsibility (employeeKey : String, responsibilityKey : String) : void
+ registerEmployee (employeeKey : String, name : String, functionKey : String) : void
+ removeResponsibility (employeeKey : String, responsibilityKey : String) : void
+ showAllEmployees() : void
+ showSatisfactionOfEmployee (employeeKey : String) : int
+ addTreeToHabitat (habitatKey : String, treeKey : String, name : String, age : int, difficulty : int, type : String) : void
+ changeHabitatArea (habitatKey : String, newArea : int) : void
+ changeHabitatInfluence (habitatKey : String, speciesKey : String, influence : String) : void
+ registerHabitat (habitatKey : String, name : String, area : int) : void
+ showAllHabitats() : void
+ showAllTreesInHabitat (habitatKey : String) : void
+ showAnimalsInHabitat (habitatKey : String) : void
+ showMedicalActsByVeterinarian (employeeKey : String) : void
+ showMedicalActsOnAnimal (animalKey : String) : void
+ showWrongVaccinations() : void
+ registerVaccine (vaccineKey : String, name : String, speciesKey : String) : void
+ showAllVaccines() : void
+ showVaccinations() : void
+ vaccinateAnimal (vaccineKey : String, vetKey : String, animalKey : String) : void
+ calculateSatisfaction() : int

«abstract» Employee
- «final» _employeeKey: String
- name: String
+ «abstract» work(): double

Veterinarian
- responsibleSpecies: Species[]
+ numberAnimalsResponsible(): int
+ addResponsibility(species: Species): void
+ removeResponsibility(species: Species): boolean

Handler
- _habitats: Habitats[]
+ treesInHabitat(habitat: Habitat): int
+ numberTreesResponsible(): int
+ addResponsibility(habitat: Habitat): void
+ removeResponsibility(habitat: Habitat): boolean

Vaccine
- «final» _vaccineKey: String
- name: String
+ damage(Animal: Animal): int
+ addRecord(Animal: Animal, vet: Veterinarian): void

Vaccine History
- _animal: Animal
- _vet: Veterinarian
- _vaccine: Vaccine
- _damage: boolean

Habitat
- «final» _habitatKey: String
- name: String
- area: int
+ getAnimalCount(): int
+ getDifferentSpeciesCount(species: Species): void
+ addTree(tree: Tree): boolean
+ changeSpeciesInfluence(influence: String): void
+ countTrees(): int

«abstract» Tree
- «final» _treeKey: String
- name: String
- age: int
- _seasonCount: int
- haveDeterthly: int
+ incrementSeason(): void
+ checkAgeIncrement(): void void
+ «abstract» cleaningIntensity(): int

Deciduous

Evergreen
