

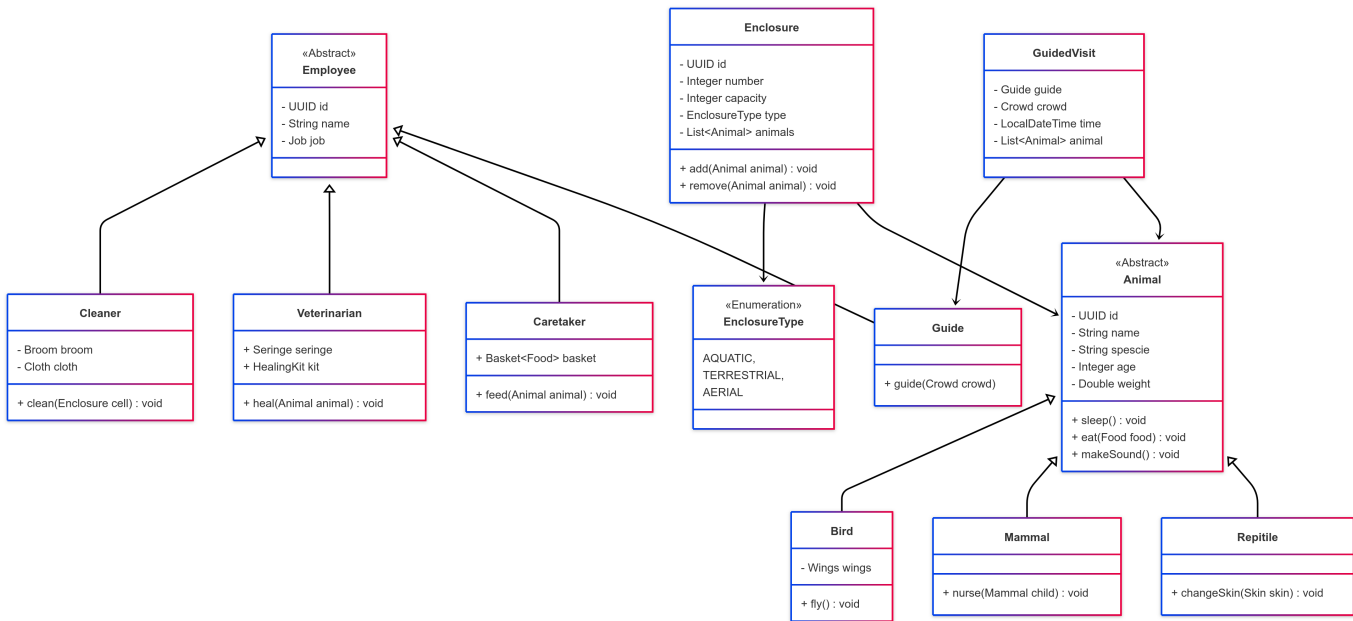
Atividade de Paradigmas

Aluno: Fernando Petri

RA: 20240770

Data: 28/03/2025

UML



Code

Estava testando uma ferramenta de diagramação UML em texto, a [Mermaid Chart](#), legal porém não gostei muito do resultado.

```
classDiagram
direction TB
class Animal {
    - UUID id
    - String name
    - String spescie
    - Integer age
    - Double weight
    + sleep() void
    + eat(Food food) void
    + makeSound() void
}

class Bird {
    - Wings wings
    + fly() void
}

class Mammal {
```

```
+ nurse(Mammal child) void
}

class Reptile {
    + changeSkin(Skin skin) void
}

class Employee {
    - UUID id
    - String name
    - Job job
}

class Cleaner {
    - Broom broom
    - Cloth cloth
    + clean(Enclosure cell) void
}

class Veterinarian {
    + Seringe seringe
    + HealingKit kit
    + heal(Animal animal) void
}

class Caretaker {
    + Basket~Food~ basket
    + feed(Animal animal) void
}

class Guide {
    + guide(Crowd crowd)
}

class Enclosure {
    - UUID id
    - Integer number
    - Integer capacity
    - EnclosureType type
    - List~Animal~ animals
    + add(Animal animal) void
    + remove(Animal animal) void
}

class EnclosureType {
    AQUATIC,
    TERRESTRIAL,
    AERIAL
}

class GuidedVisit {
    - Guide guide
    - Crowd crowd
    - LocalDateTime time
}
```

```
- List~Animal~ animal
}

<> Animal
<> Employee
<> EnclosureType

Animal <|-- Bird
Animal <|-- Mammal
Animal <|-- Reptile
Employee <|-- Cleaner
Employee <|-- Veterinarian
Employee <|-- Caretaker
Employee <|-- Guide
Enclosure --> EnclosureType
Enclosure --> Animal
GuidedVisit --> Guide
GuidedVisit --> Animal
Caretaker -- EnclosureType
```