Employee

```
- name : String
- id : long
- salary : BigDecimal
- isDead : Boolean
```

```
+ Employee (name : String,  id: long, salary : BigDecimal)
+ getName () : String
+ setName (name: String) : void
+ getId () : long
+ setId (id : long) : void
+ getSalary () : BigDecimal
+ setSalary (salary : BigDecimal) : void
+ getIsDead () : Boolean
+ setIsDead (isDead : Boolean) : void
```

<<interface>>
Caretaker_I

```
+ takeCareOf (animal : Animal) : String
```

Caretaker

```
- workingHours : double
```

```
+ Caretaker (name : String, id : long, salary : BigDecimal, workingHours : double)
+ getWorkingHours () : double
+ setWorkingHours (workingHours : double) : void
+ takeCareOf (animal : Animal) : String
```

CaretakerFactory

```
+ getEmployee (type : String) : Employee
```

EmployeeFactory

```
+ getEmployee (type : String) : Employee
+ getRandomName () : String
+ getRandomId () : long
```