* BeaverApp: contains x amount of beaverObjects and 4 methods
  + beaverObject (numeric key): object of beavers
    - Key : has 5 properties
      * Name: string
      * Age: number
      * Sex: string
      * Location : array
      * Track: Boolean
  + GetAll: function that “gets” all the above beaverObjects
    - Args: this
    - return : array of beaverObjects
    - Behavior: takes all the above beaverObjects and pushes them in an array
  + addNew: Adds a new beaver to the modelobject
    - Args: beaverObject from controller script
    - return : success/failure message
    - Behavior: adds the beaverobject to the beaverApp
  + AddLocation: adds a location where a beaver is spotted
    - Args: beaver, location
    - Return: success/failure message
    - Behavior: add a location to the beaver.location array
  + Tracking: change the track property to track/untrack
    - Args: beaver
    - return : succes/failure message
    - Behavior: change track property of beaver to true/false