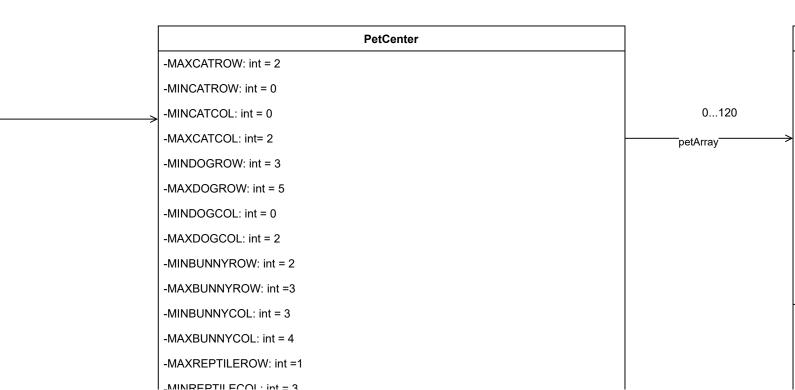
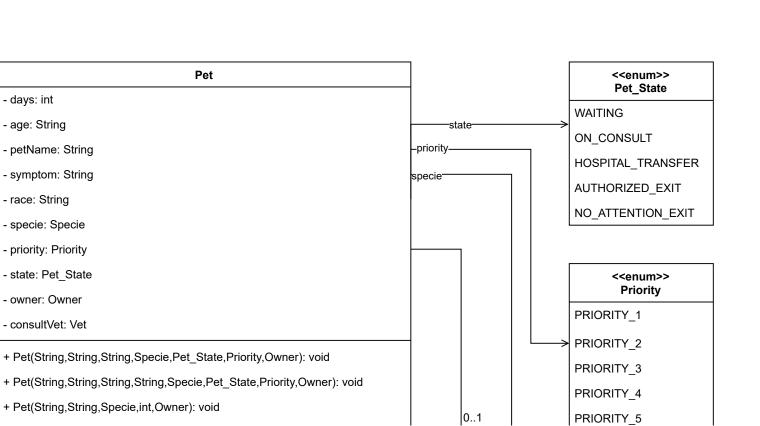
ui						
	Main					
	- sc:Scanner			0.	.1	
	- menu:int		pε	etCenter		
	- race:String					
	+ Main()					
	+ main (String []): void					
	+ openUp(): void					
	+ showMenuCare(): void					
	+ showMenuCenter(): void					
	+ addPetToHabitat():void					
	+ showPetInfo():void					
	+ showHabitatInfo():void					
	+ addVet():void					

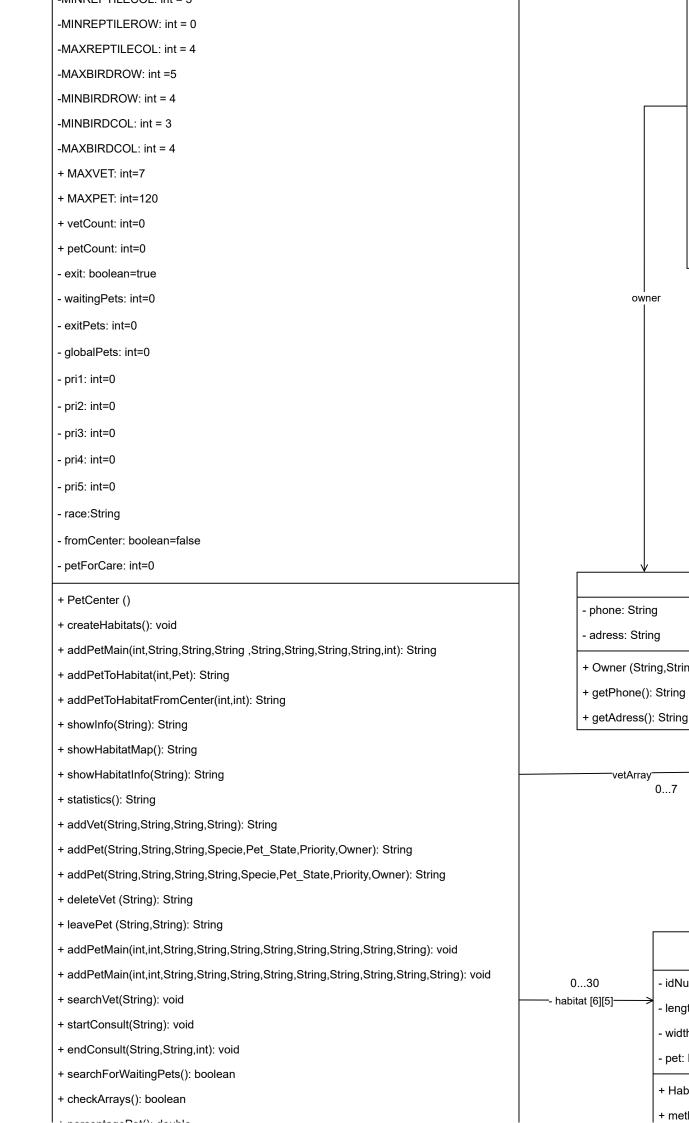
model

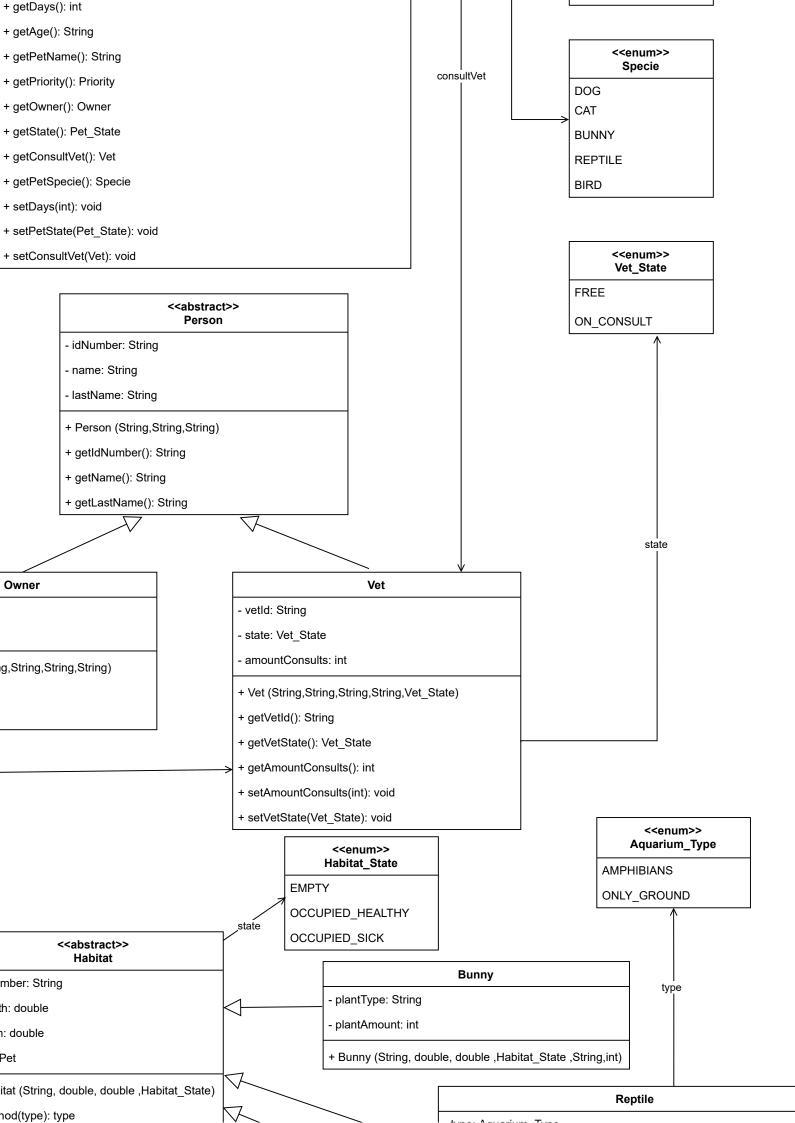


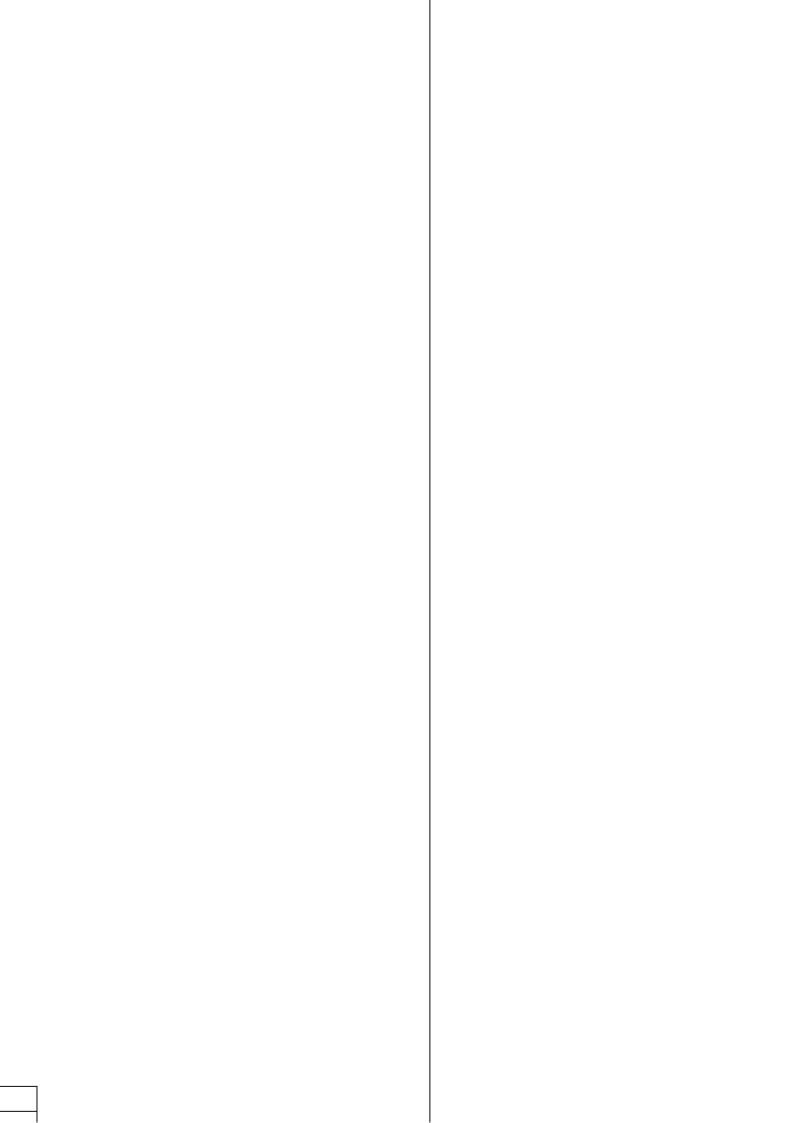


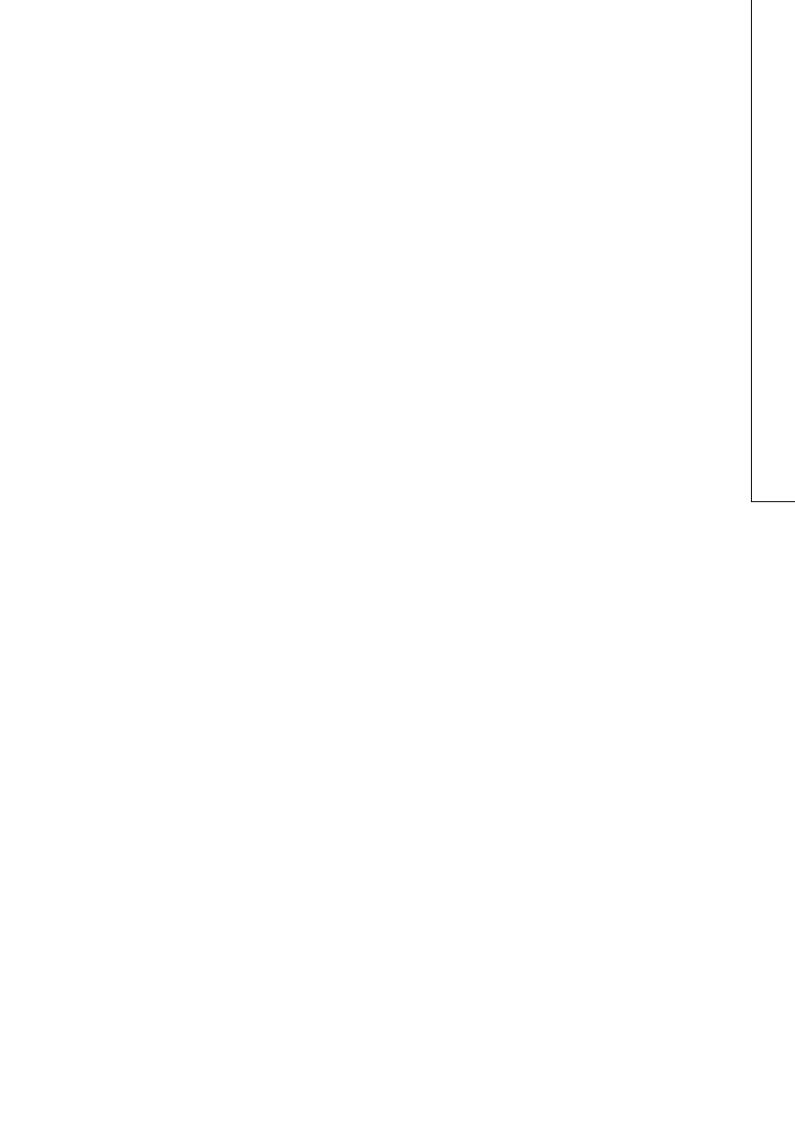


- + addPet():void
- + startConsult():void
- + endConsult():void
- + deleteVet():void
- + leavePet():void

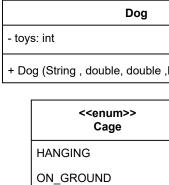


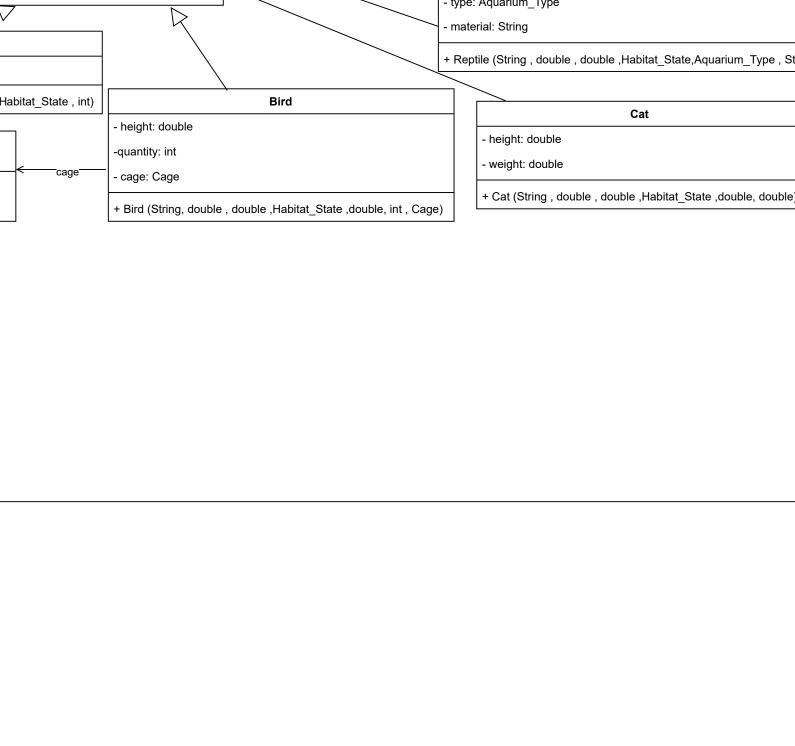






+ percentagePet(): double	
+ vetName(): String	
+ amountPetsPriority(int): void	
+ clearArrays(): void	-
+ closeShop(): String	+
+ getVetCount(): int	
+ getPetCount(): int	
+ getWaitingPets(): int	
+ getExit(): boolean	
+ setExit(boolean): void	





ring)	
)	