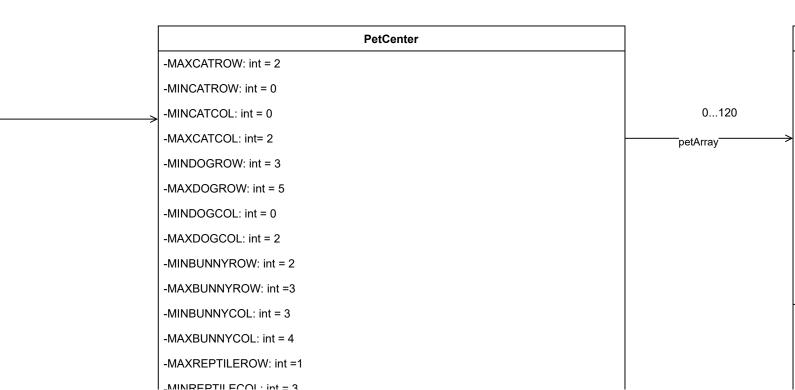
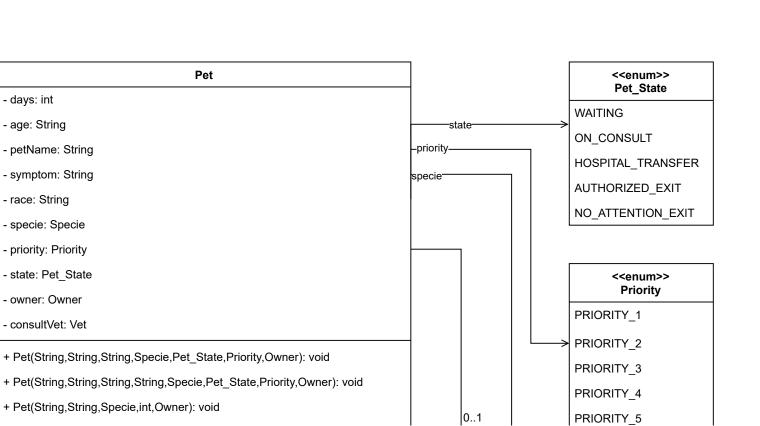
ui				
	Main			
	- sc:Scanner - menu:int	petCen	01 ter_	
	- race:String	,		
	+ Main()			
	+ main (String []): void			
	+ openUp(): void			
	+ showMenuCare(): void			
	+ showMenuCenter(): void			
	+ addPetToHabitat():void			
	+ addSickPetToHabitat():void			
	+ showPetInfo():void			
	+ showHabitatInfo():void			

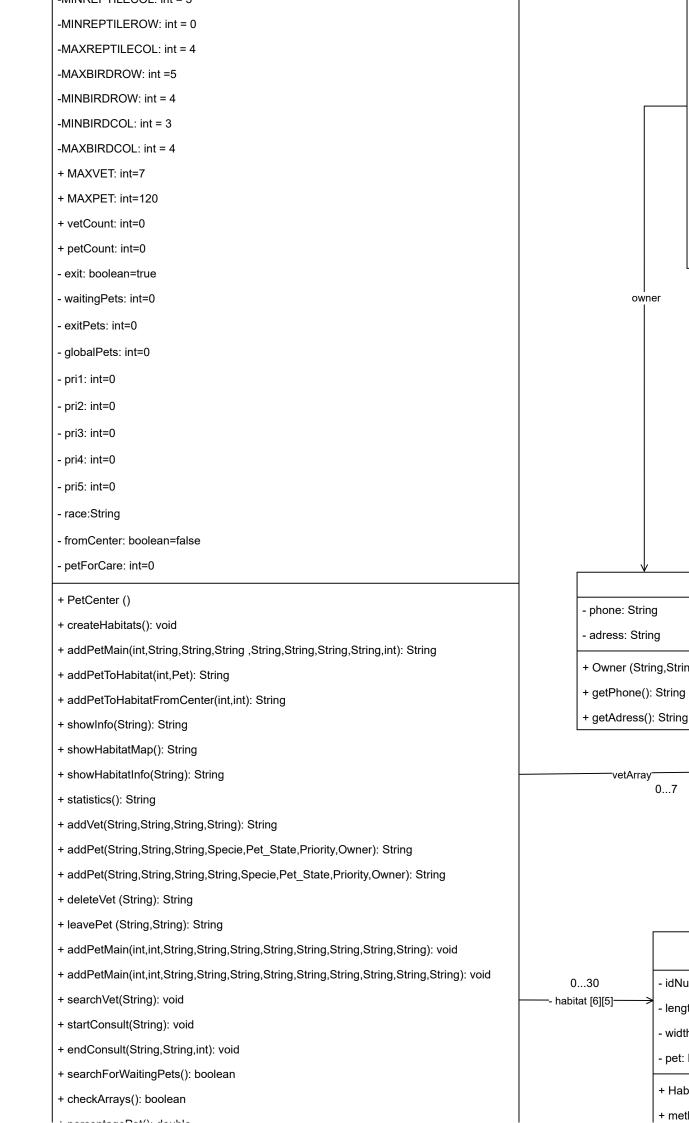
model

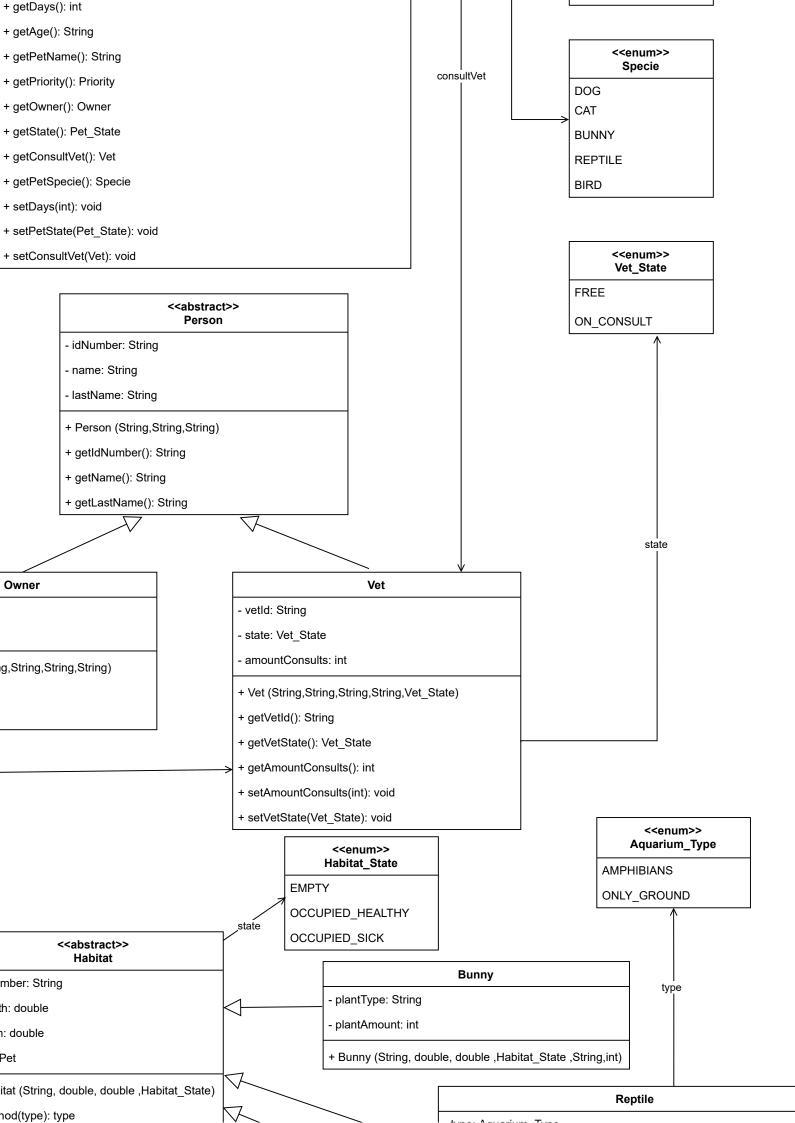


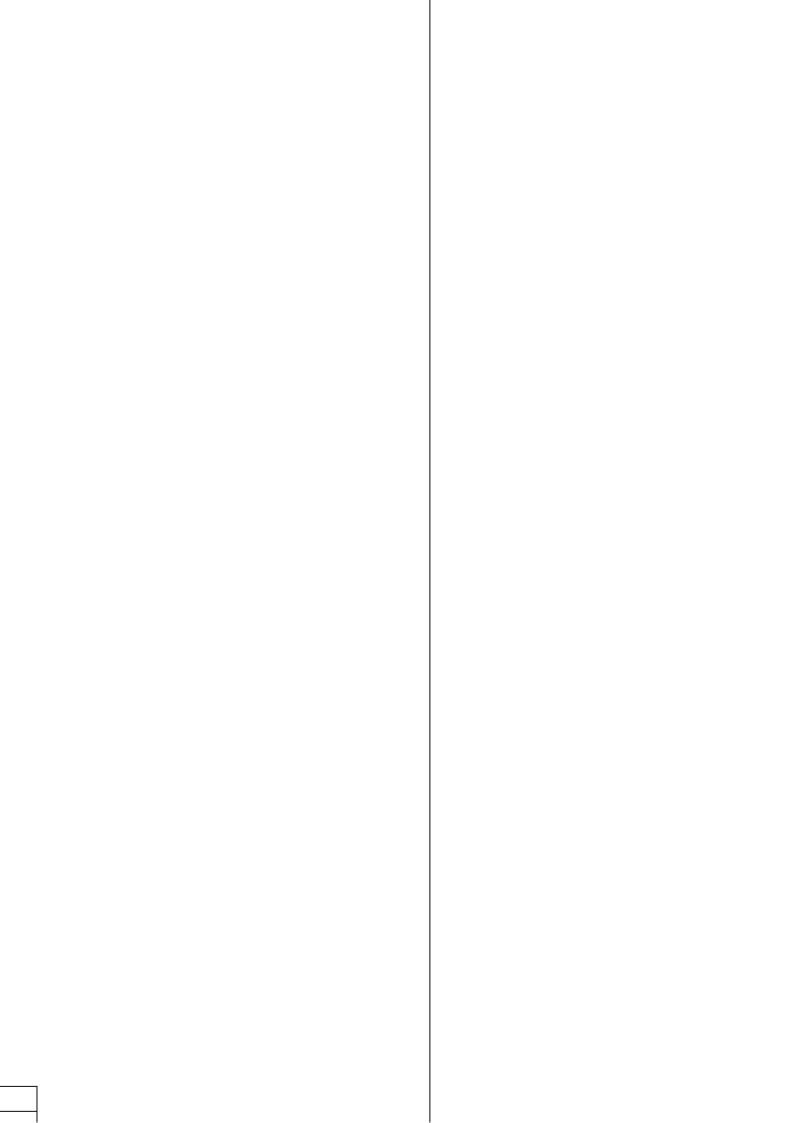


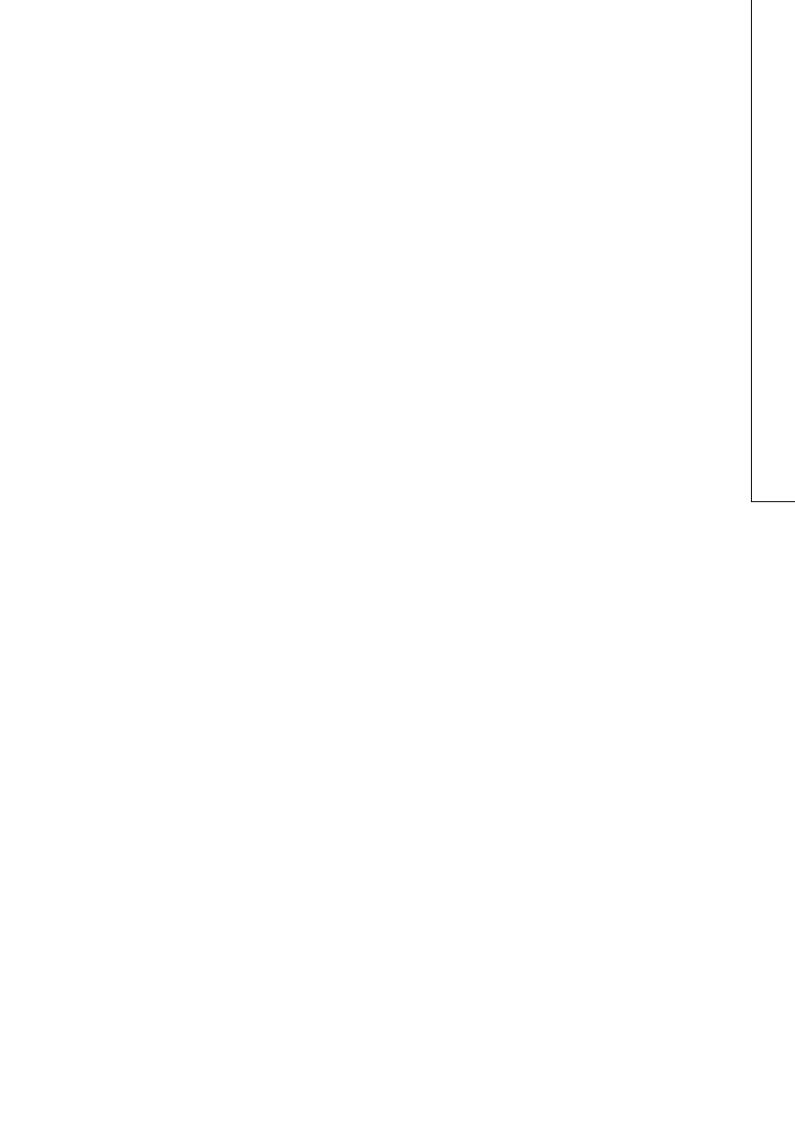


- + addVet():void
- + addPet():void
- + startConsult():void
- + endConsult():void
- + deleteVet():void
- + leavePet():void

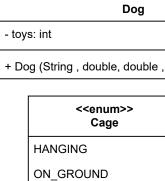


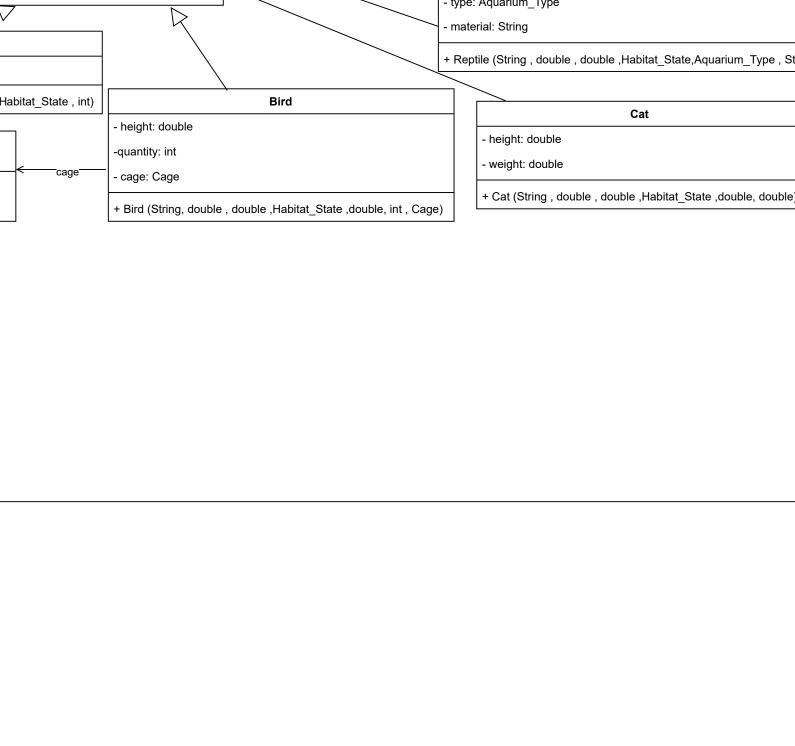






+ percentagePet(): double		
+ vetName(): String		
+ amountPetsPriority(int): void		
+ clearArrays(): void	- t	
+ closeShop(): String	+	
+ getVetCount(): int		
+ getPetCount(): int		
+ getWaitingPets(): int		
+ getExit(): boolean		
+ setFromCenter(boolean): void		
+ setExit(boolean): void		





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)	