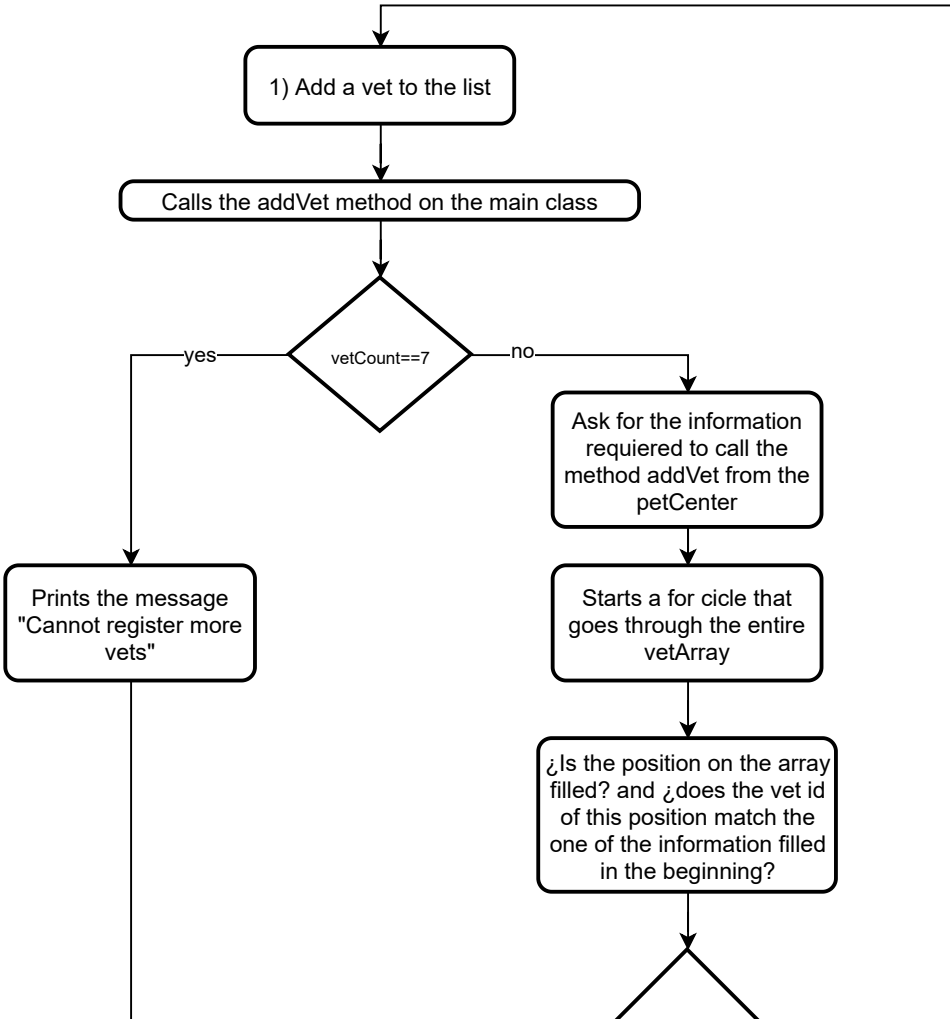
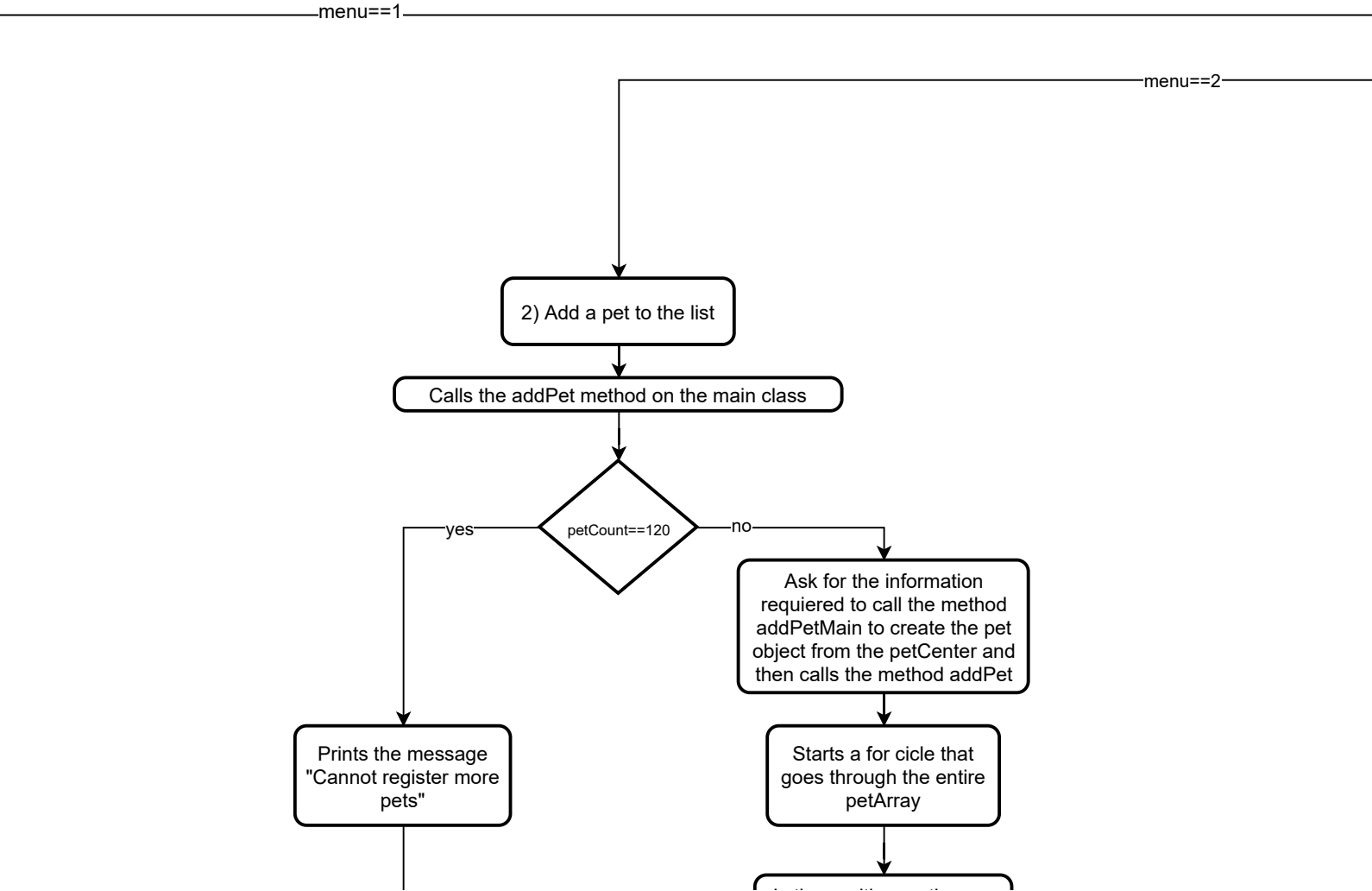
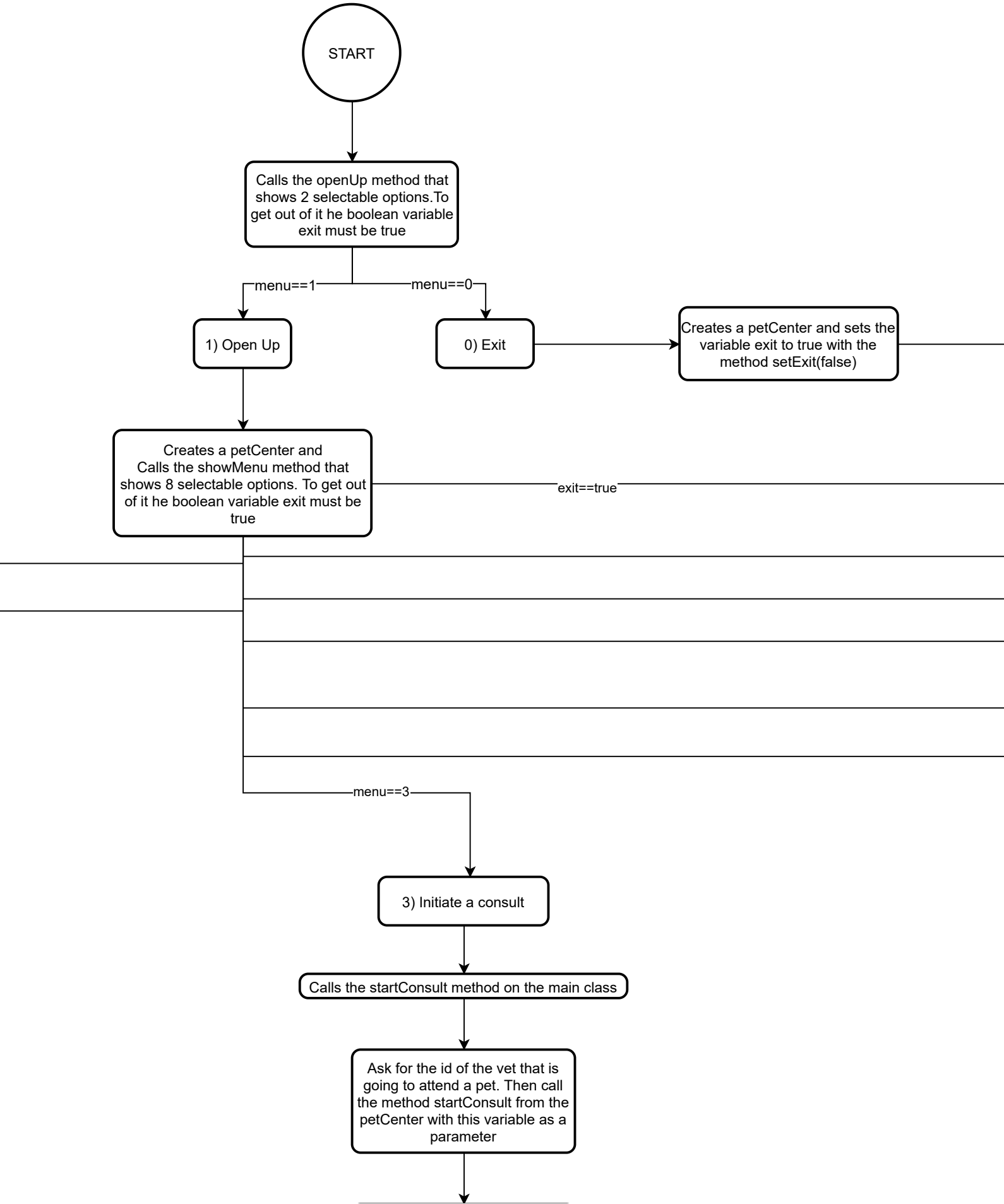
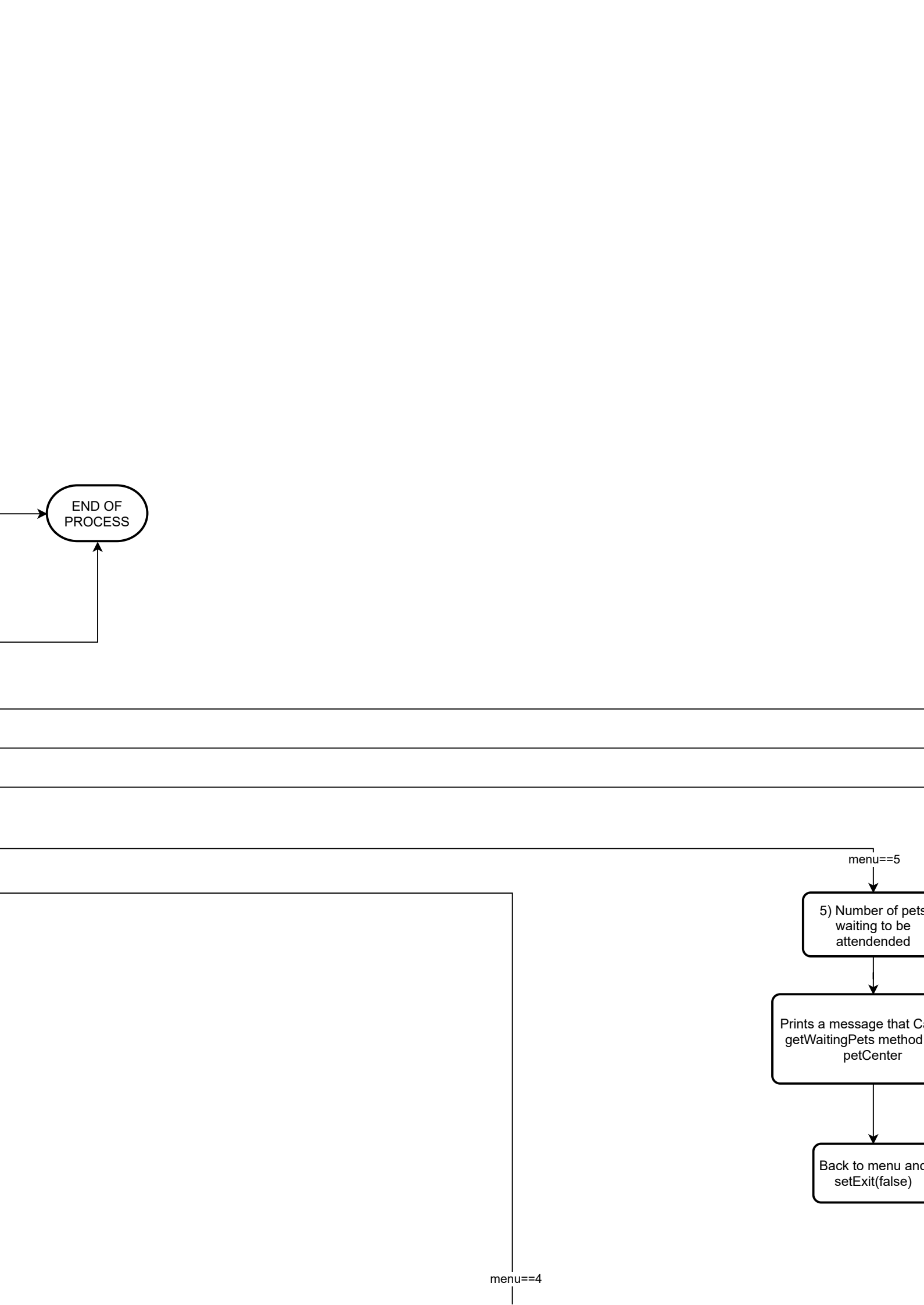
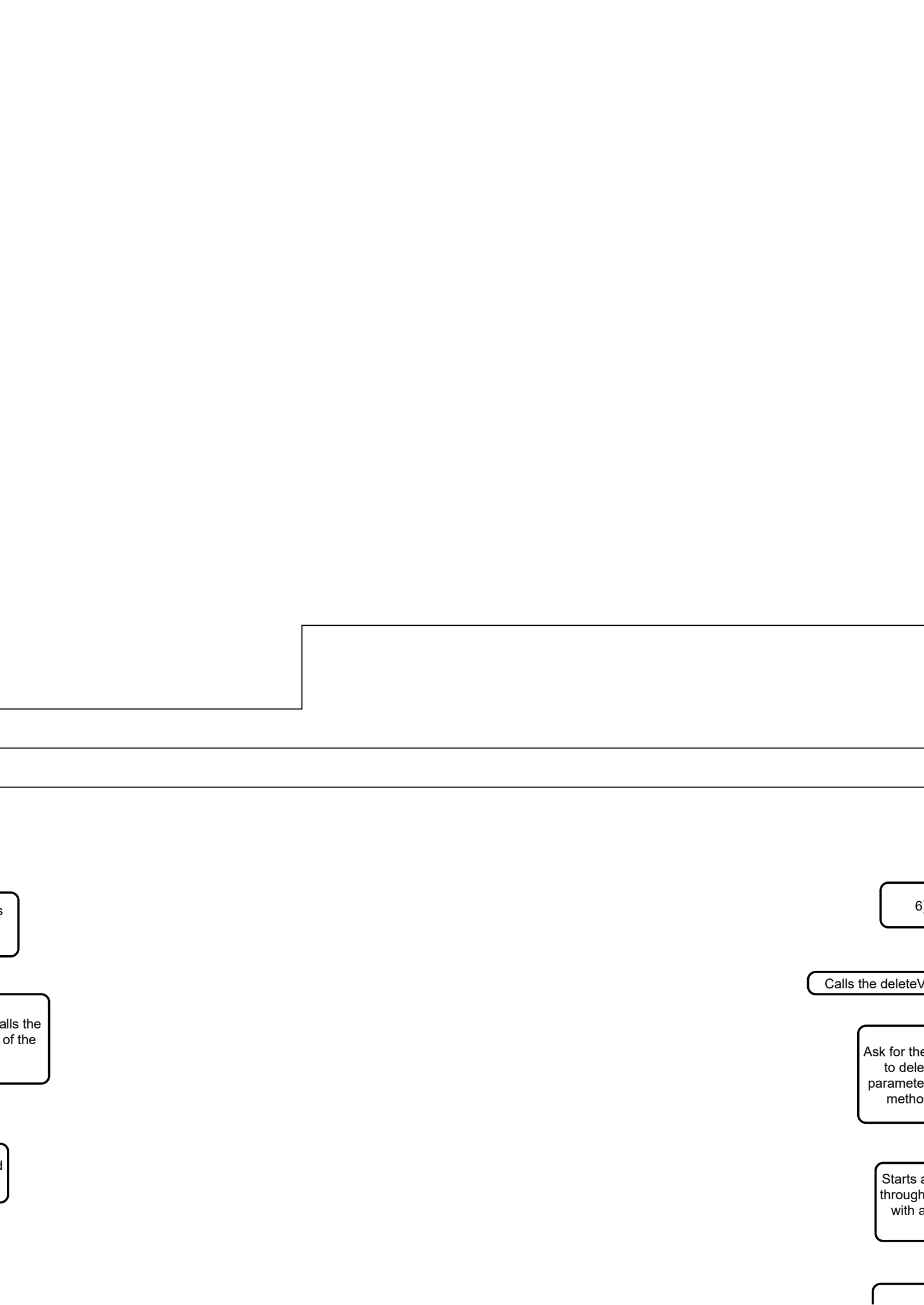
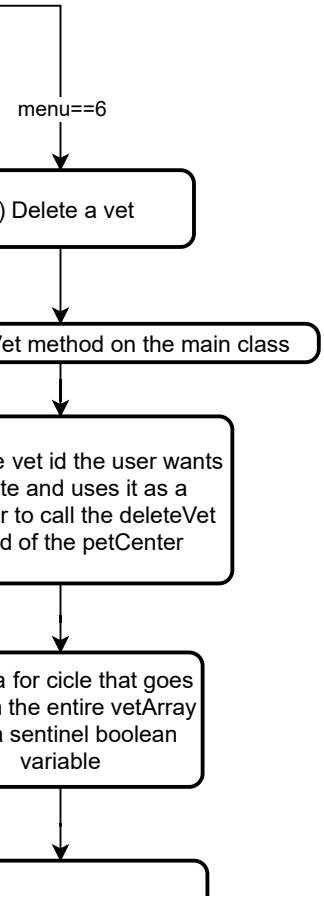

1) Add a vet to the list
Calls the addVet method on the main class
vetCount==7
yes
no
Prints the message "Cannot register more vets"
Ask for the information requiered to call the method addVet from the petCenter
Starts a for cicle that goes through the entire vetArray
¿Is the position on the array filled? and ¿does the vet id of this position match the one of the information filled in the beginning?

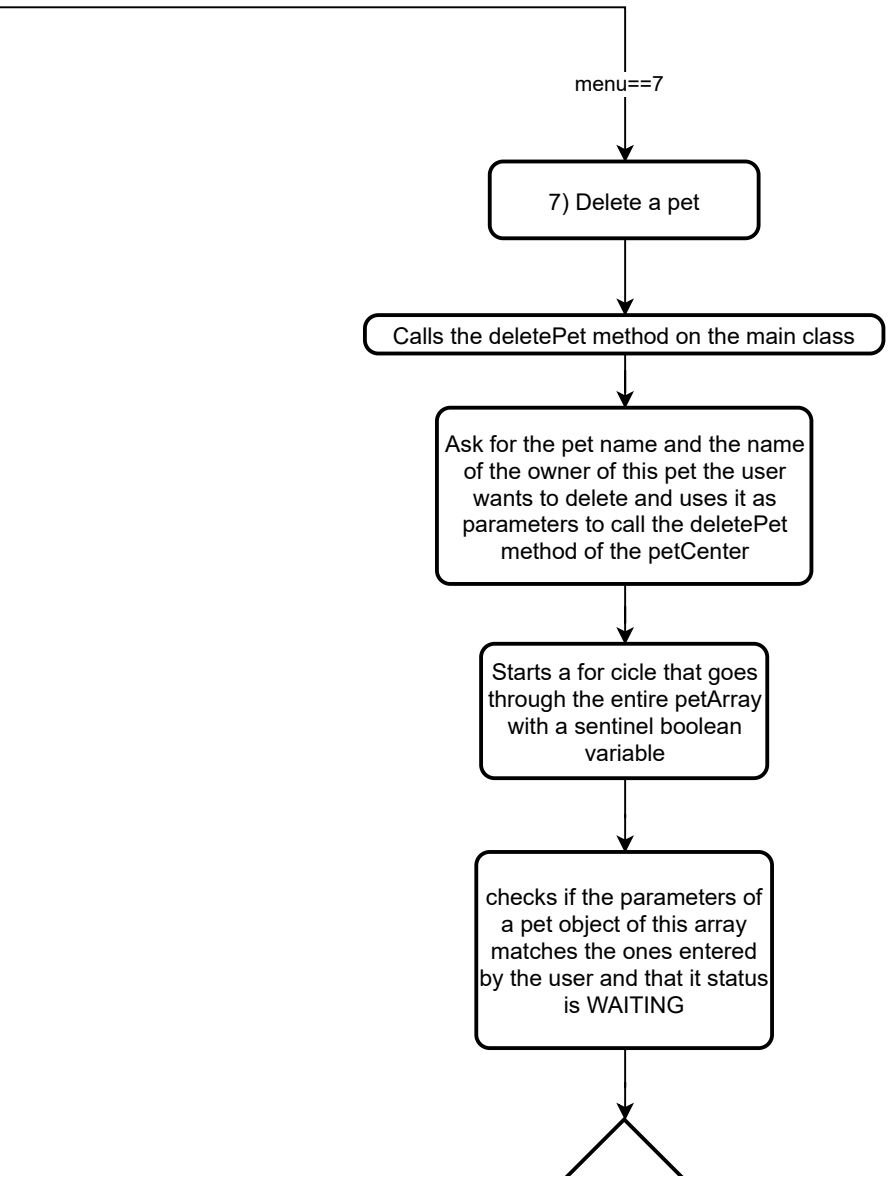

menu==1
menu==2
2) Add a pet to the list
Calls the addPet method on the main class
petCount==120
yes
no
Prints the message "Cannot register more pets"
Ask for the information requiered to call the method addPetMain to create the pet object from the petCenter and then calls the method addPet
Starts a for cicle that goes through the entire petArray

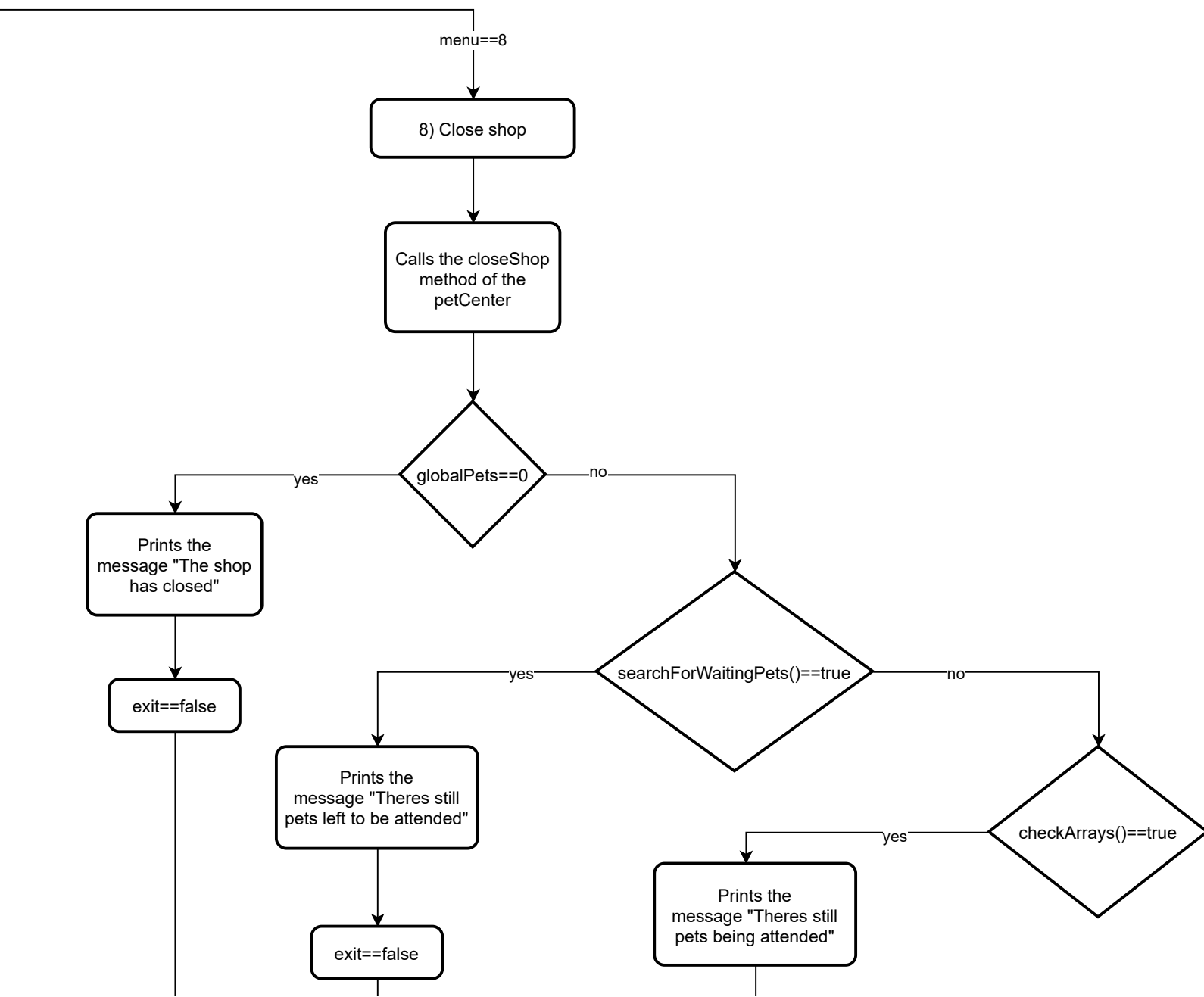

START
Calls the openUp method that shows 2 selectable options.To get out of it he boolean variable exit must be true
menu==1
menu==0
1) Open Up
0) Exit
Creates a petCenter and sets the variable exit to true with the method setExit(false)
Creates a petCenter and
Calls the showMenu method that shows 8 selectable options. To get out of it he boolean variable exit must be true
exit==true
menu==3
3) Initiate a consult
Calls the startConsult method on the main class
Ask for the id of the vet that is going to attend a pet. Then call the method startConsult from the petCenter with this variable as a parameter


END OF PROCESS
menu==5
5) Number of pets waiting to be attendended
Prints a message that C
getWaitingPets method
petCenter
Back to menu and
setExit(false)
menu==4

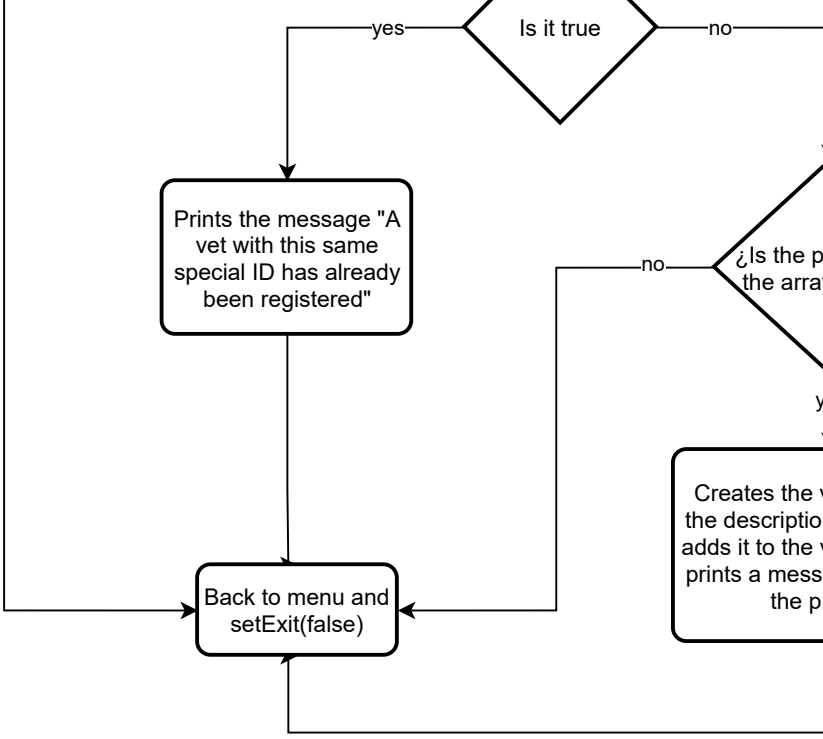


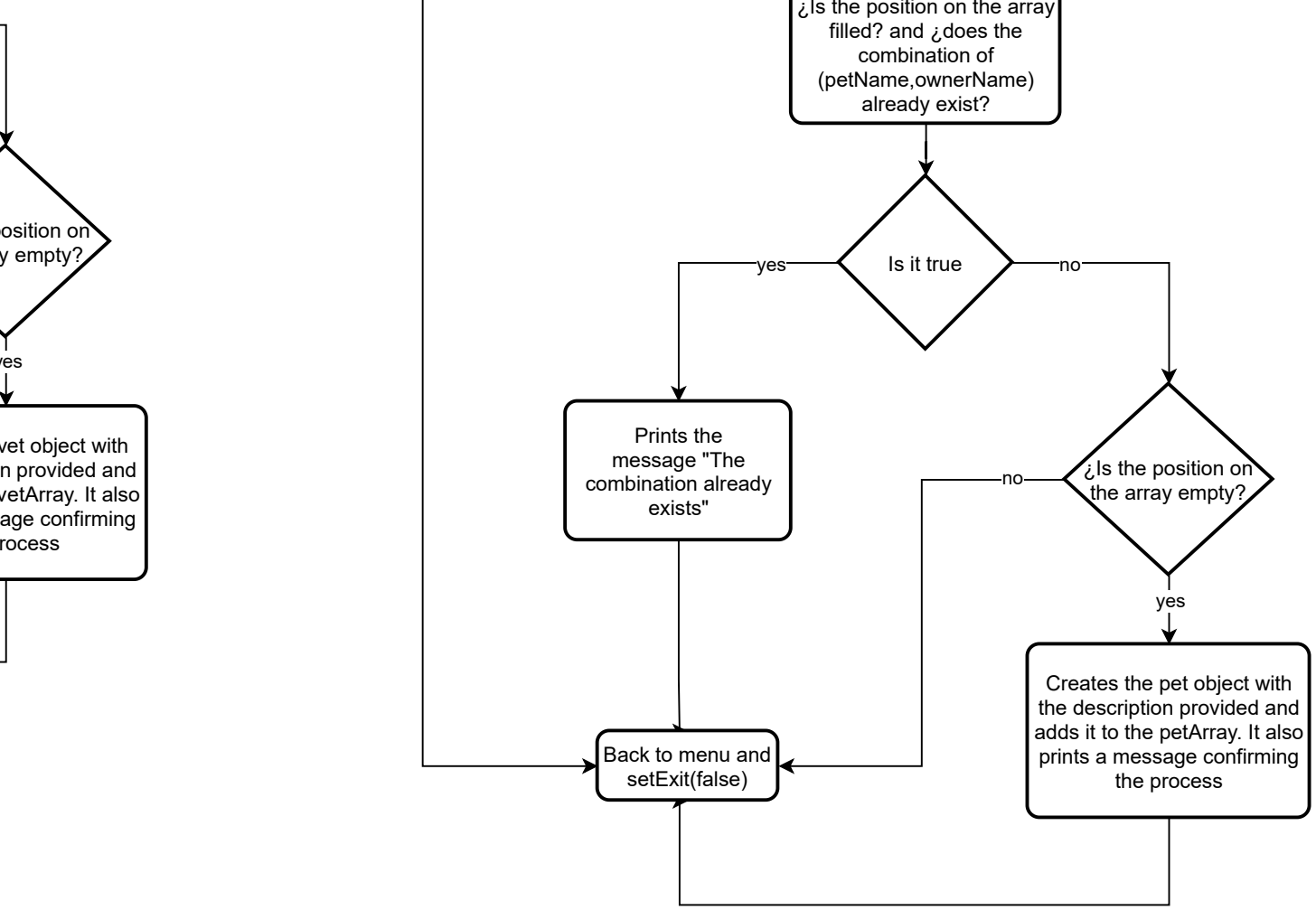

menu==6
) Delete a vet
Vet method on the main class
e vet id the user wants
te and uses it as a
r to call the deleteVet
d of the petCenter
a for cicle that goes
the entire vetArray
a sentinel boolean
variable

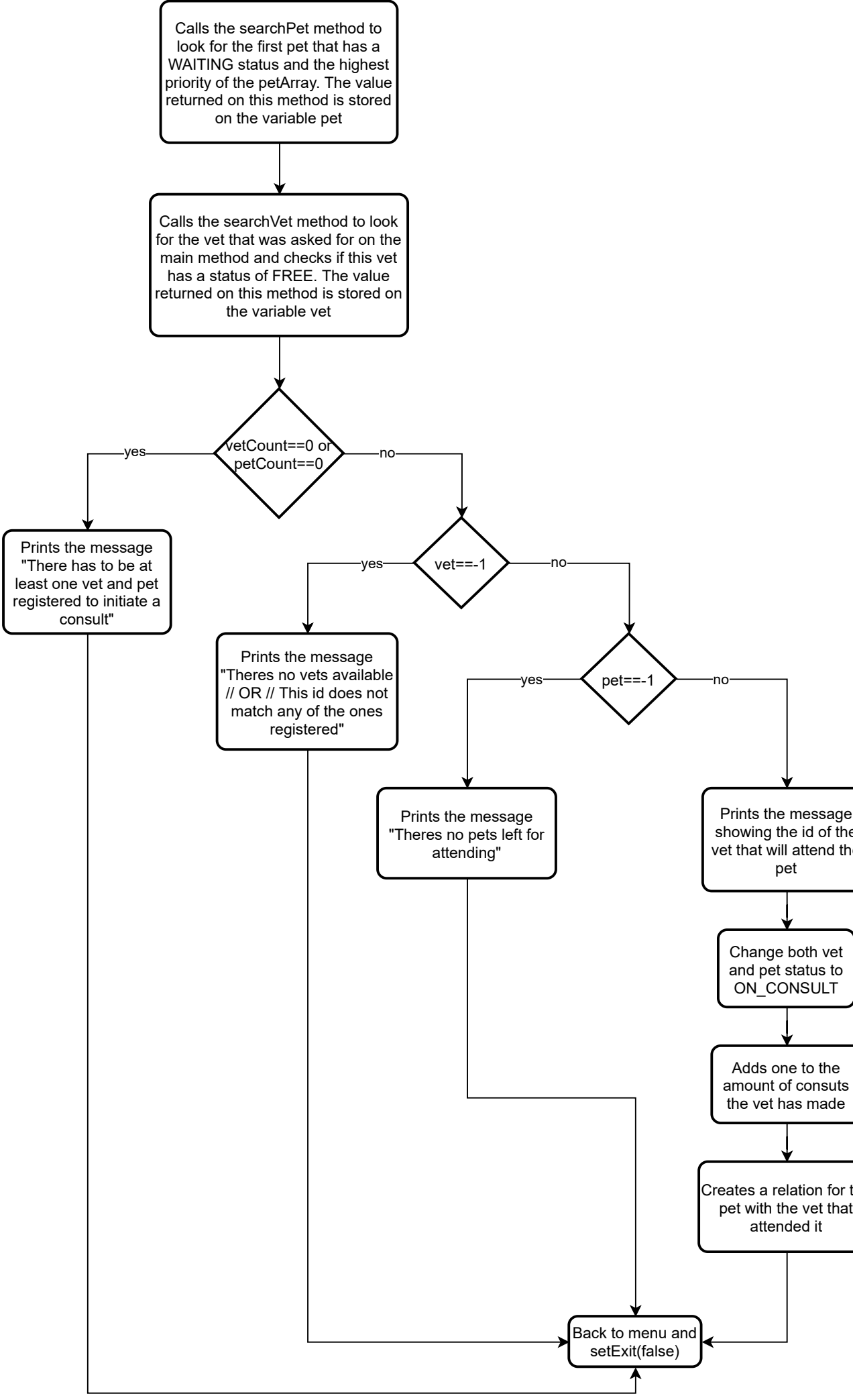

menu==7
7) Delete a pet
Calls the deletePet method on the main class
Ask for the pet name and the name of the owner of this pet the user wants to delete and uses it as parameters to call the deletePet method of the petCenter
Starts a for cicle that goes through the entire petArray with a sentinel boolean variable
checks if the parameters of a pet object of this array matches the ones entered by the user and that it status is WAITING

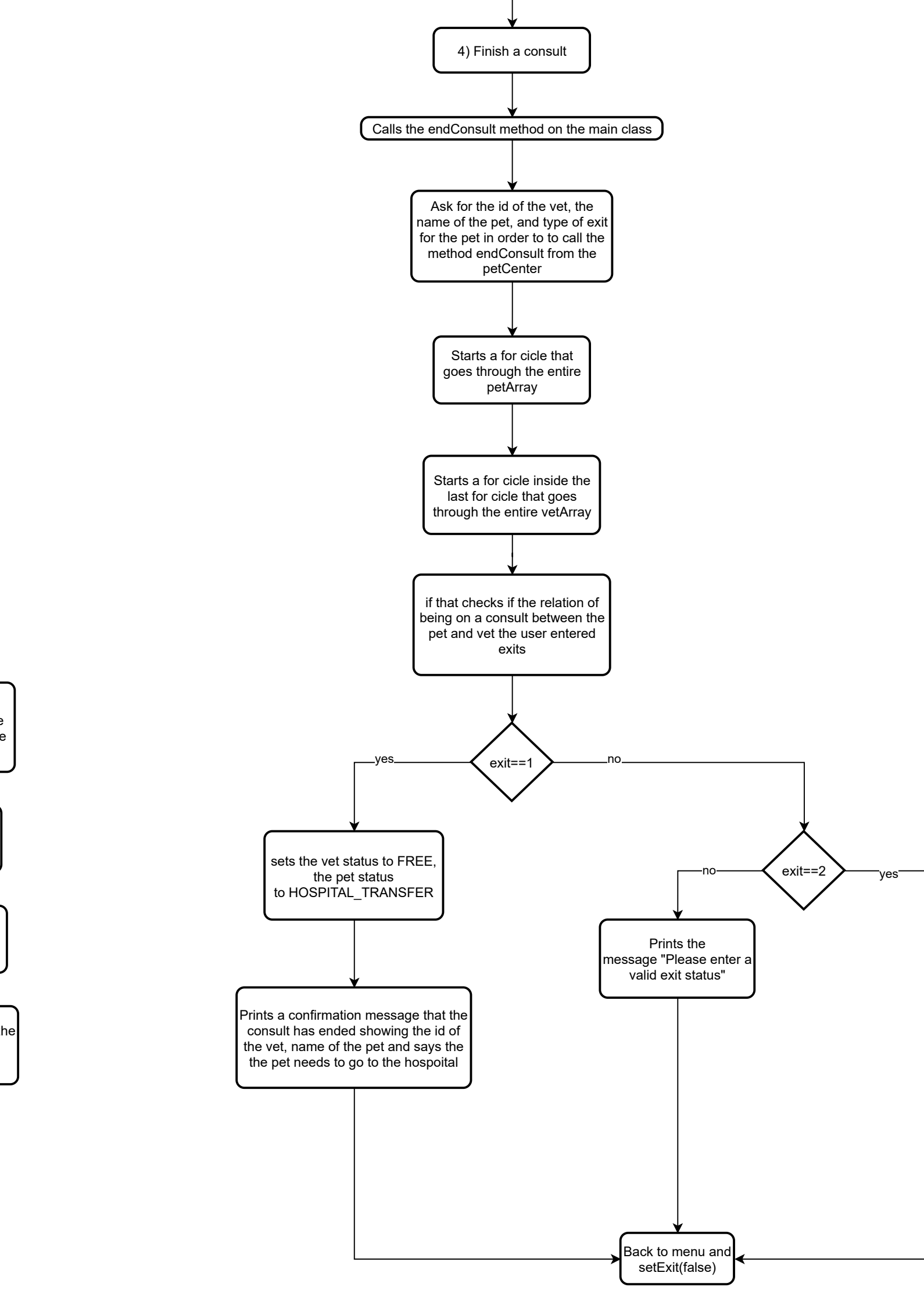

menu==8
8) Close shop
Calls the closeShop method of the petCenter
globalPets==0
yes
no
Prints the message "The shop has closed"
exit==false
searchForWaitingPets()==true
yes
no
Prints the message "Theres still pets left to be attended"
exit==false
checkArrays()==true
yes
Prints the message "Theres still pets being attended"

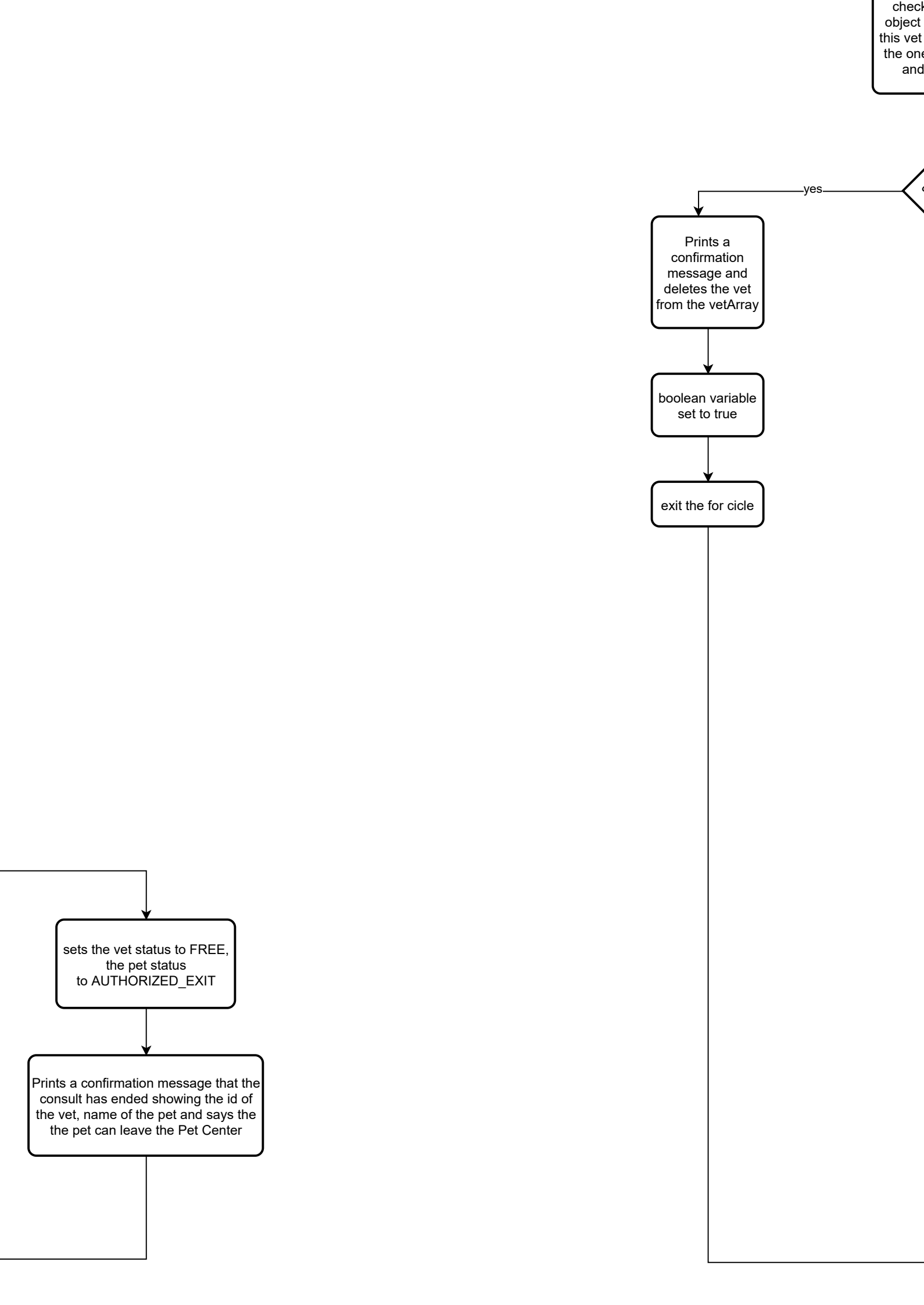
no
Prints a message that contains the name of the vet with the highest amount of consults made, the amount of pets attended by priority and the % of pets that have the status NO_ATENTTION_EXIT

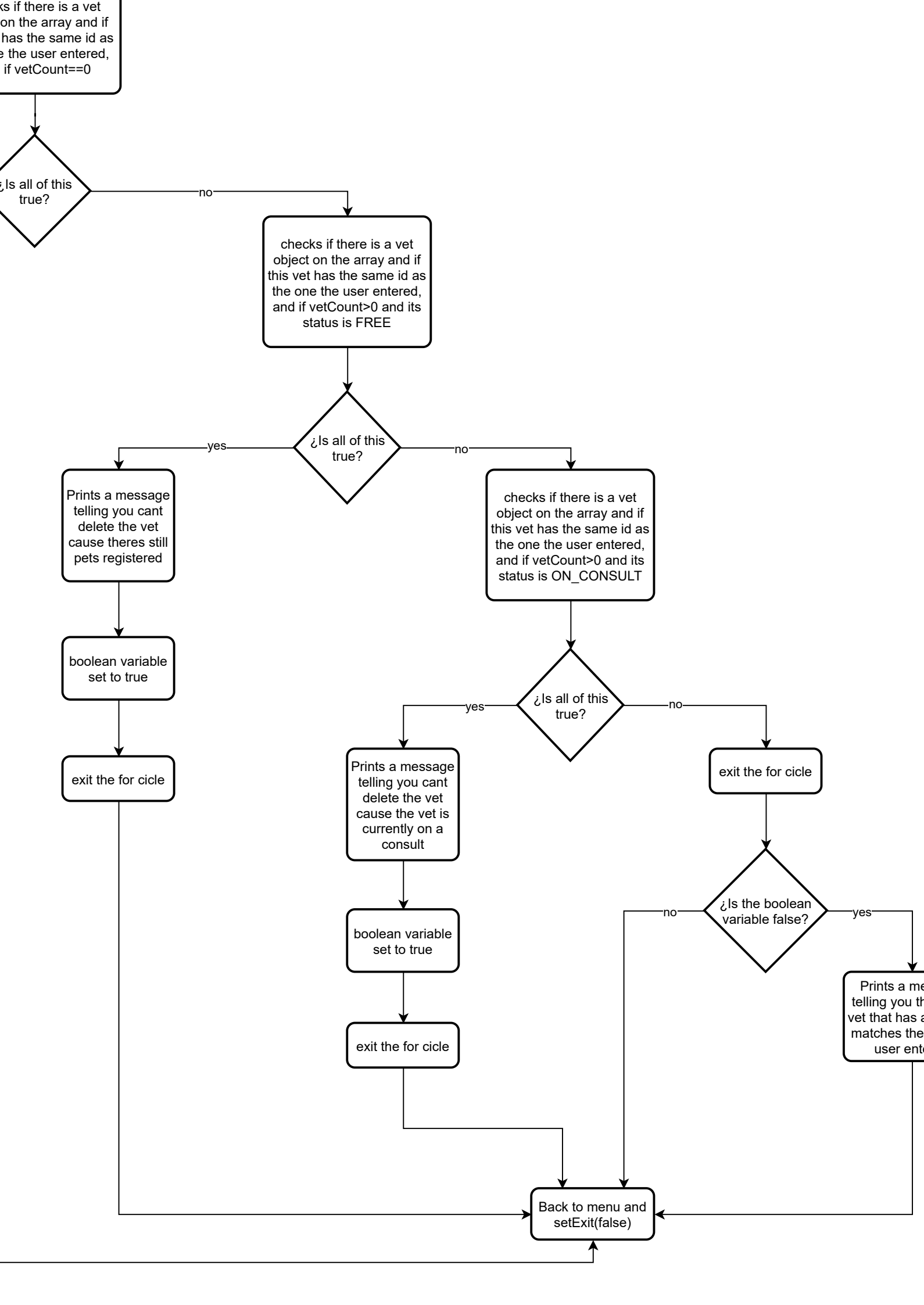

Is it true
yes
no
Prints the message "A vet with this same special ID has already been registered"
no
Back to menu and setExit(false)

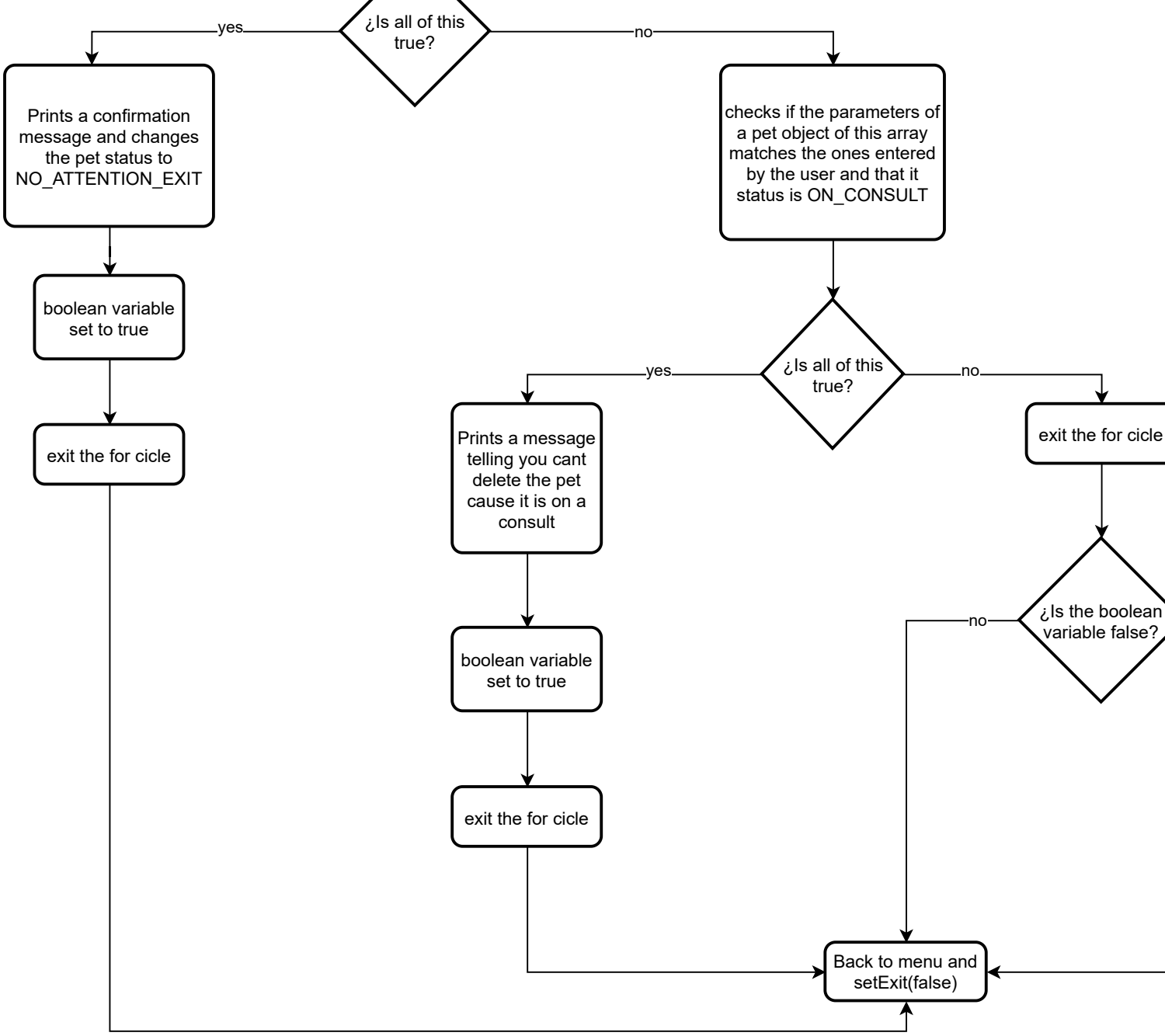

osition on
y empty?
es
vet object with
n provided and
vetArray. It also
age confirming
rocess
¿Is the position on the array filled? and ¿does the combination of (petName,ownerName) already exist?
Is it true
yes
no
Prints the message "The combination already exists"
¿Is the position on the array empty?
no
yes
Creates the pet object with the description provided and adds it to the petArray. It also prints a message confirming the process
Back to menu and setExit(false)


Calls the searchPet method to look for the first pet that has a WAITING status and the highest priority of the petArray. The value returned on this method is stored on the variable pet
Calls the searchVet method to look for the vet that was asked for on the main method and checks if this vet has a status of FREE. The value returned on this method is stored on the variable vet
vetCount==0 or petCount==0
yes
no
Prints the message "There has to be at least one vet and pet registered to initiate a consult"
vet==-1
yes
no
Prints the message "Theres no vets available // OR // This id does not match any of the ones registered"
pet==-1
yes
no
Prints the message "Theres no pets left for attending"
Prints the message showing the id of the vet that will attend the pet
Change both vet and pet status to ON_CONSULT
Adds one to the amount of consuts the vet has made
Creates a relation for t pet with the vet that attended it
Back to menu and setExit(false)


4) Finish a consult
Calls the endConsult method on the main class
Ask for the id of the vet, the name of the pet, and type of exit for the pet in order to to call the method endConsult from the petCenter
Starts a for cicle that goes through the entire petArray
Starts a for cicle inside the last for cicle that goes through the entire vetArray
if that checks if the relation of being on a consult between the pet and vet the user entered exits
exit==1
yes
no
sets the vet status to FREE, the pet status to HOSPITAL_TRANSFER
exit==2
no
yes
Prints the message "Please enter a valid exit status"
Prints a confirmation message that the consult has ended showing the id of the vet, name of the pet and says the the pet needs to go to the hospoital
Back to menu and setExit(false)


yes
Prints a confirmation message and deletes the vet from the vetArray
boolean variable set to true
exit the for cicle
sets the vet status to FREE, the pet status to AUTHORIZED_EXIT
Prints a confirmation message that the consult has ended showing the id of the vet, name of the pet and says the the pet can leave the Pet Center


ks if there is a vet
on the array and if
has the same id as
e the user entered,
if vetCount==0
¿Is all of this true?
no
checks if there is a vet object on the array and if this vet has the same id as the one the user entered, and if vetCount>0 and its status is FREE
¿Is all of this true?
yes
no
Prints a message telling you cant delete the vet cause theres still pets registered
boolean variable set to true
exit the for cicle
checks if there is a vet object on the array and if this vet has the same id as the one the user entered, and if vetCount>0 and its status is ON_CONSULT
¿Is all of this true?
yes
no
Prints a message telling you cant delete the vet cause the vet is currently on a consult
boolean variable set to true
exit the for cicle
exit the for cicle
¿Is the boolean variable false?
no
yes
Prints a me
telling you th
vet that has a
matches the
user ente
Back to menu and setExit(false)

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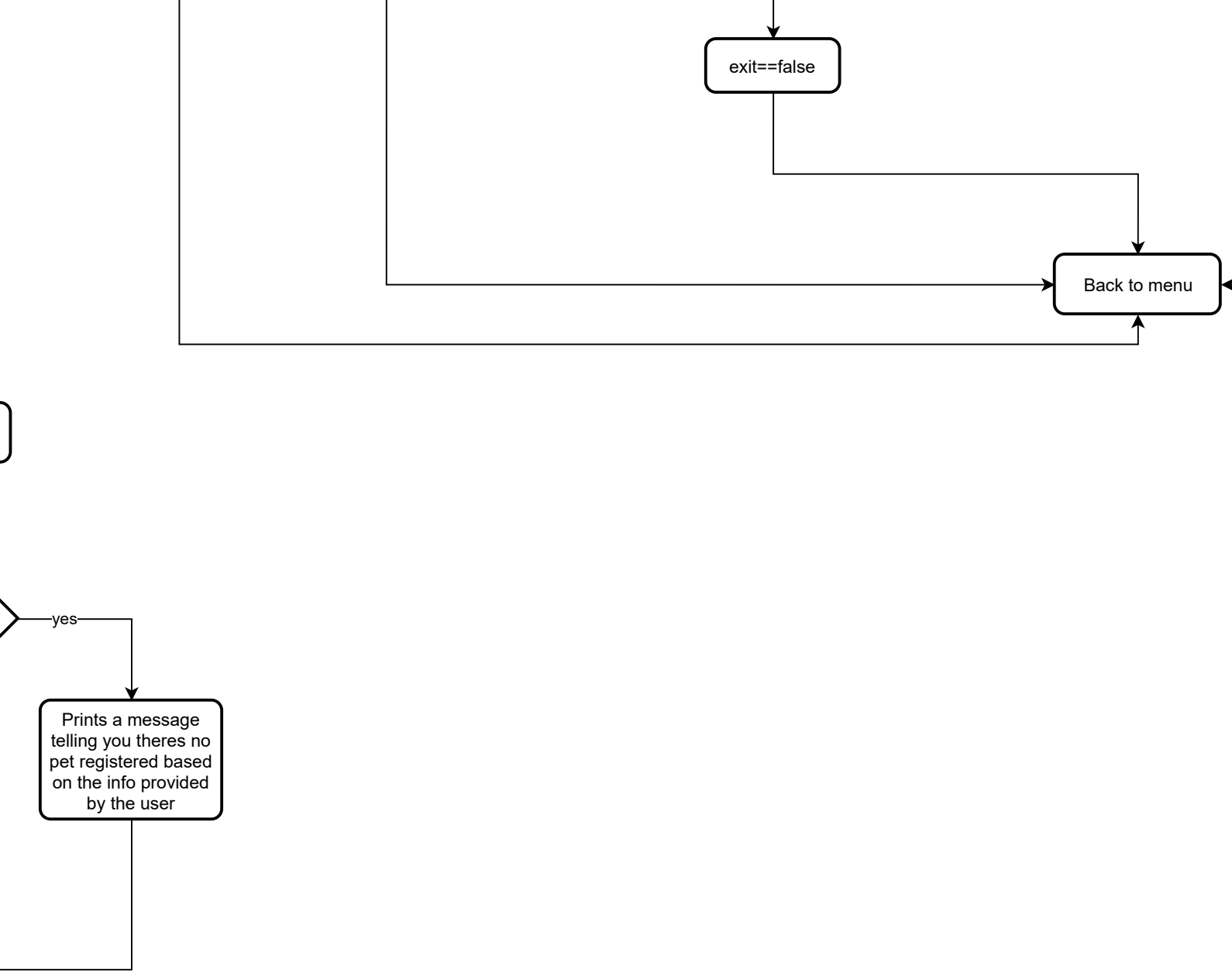
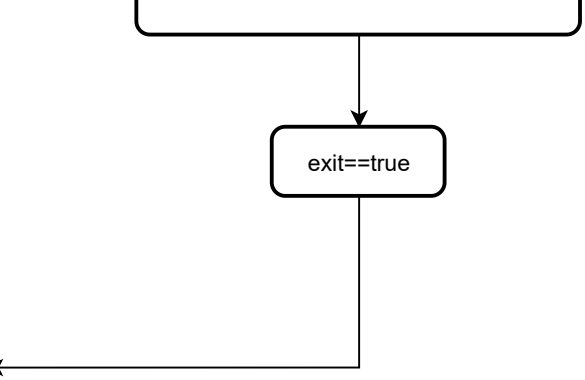

exit==false
Back to menu
yes
Prints a message telling you theres no pet registered based on the info provided by the user


exit==true