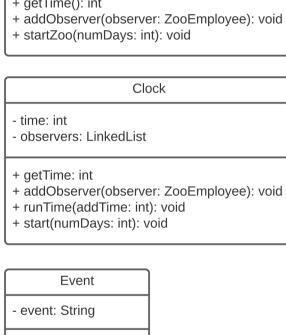## Zoo

- animals: LinkedList
- employees: LinkedList
- zookeeper: Zookeeper
- zooannouncer: ZooAnnouncer
- zoofoodserver: ZooFoodServer
- clock: Clock

+ getAnimals(): LinkedList
+ addAnimal(animal: Animal): void
+ removeAnimal(animal: Animal): void
+ updateAnnouncer(event: Event): void
+ getTime(): int
+ addObserver(observer: ZooEmployee): void
+ startZoo(numDays: int): void

Clock

- time: int
- observers: LinkedList

+ getTime: int
+ addObserver(observer: ZooEmployee): void
+ runTime(addTime: int): void
+ start(numDays: int): void

Event

- event: String

+ getEvent(): String

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ZooEmployee

- zoo: Zoo
- arrived: boolean
- current_event: Event
- currentDay: int
- title: String

+ getZoo(): Zoo
+ setZoo(inZoo: Zoo): void
+ toString(): String
+ setTitle(title: String): void
+ getDay(): int
+ setDay(day: int): void
+ getCurrent_event(): Event
+ setCurrent_event(event: String): void
+ arrive(day: int): void
+ leave(): void
+update(): void

ZooAnouncer

+ updateAnnouncer(event: Event): void

ZooKeeper

+ wakeUp(): void
+ rollCall(): void
+ feed(): void
+ roam(): void
+ sleep(): void
+ update(): void

ZooFoodServer

+ makeFood(): void
+ serveFood(): void
+ cleanUp(): void
+ update(): void

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Animal

- asleep: boolean
name: String
- noise: Noise

+ wakeUp(): void
+ getName(): String
+ makeNoise(): void
+ eat(): void
+ roam(): void
+ sleep(): void

<<interface>>
Noise

+ makeNoise(): void

Feline

+ toString(): String
+ roam(): void
+ sleep(): void

Cat

+ toString(): String

Lion

+ toString(): String

Tiger

+ toString(): String

Accipitrine

+ toString(): String
+ roam(): void

Falcon

+ toString(): String

Hawk

+ toString(): String

Canine

+ toString(): String
+ roam(): void

Wolf

+ toString(): String

Dog

+ toString(): String
+ roam(): void

Pachyderm

+ toString(): String
+ roam(): void
+ exercise(): void

Elephant

+ toString(): String

Hippo

+ toString(): String

Rhino

+ toString(): String