

1. Create a Farm object with the default constructor (if available).
2. Create a Farm object with the non-default constructor:
 - with valid field values (e.g., valid name, valid State object)
 - with invalid field values (e.g., null or empty name, null State)
3. Test add methods:
 - Test addAlpacaOnce(Alpaca)
 - with valid Alpaca object
 - with invalid Alpaca object
 - Test addLambOnce(Lamb)
 - with valid Lamb object
 - with invalid Lamb object
 - Test addSheepOnce(Sheep)
 - with valid Sheep object
 - with invalid Sheep object (e.g., null)
4. Test all get methods:
 - Test getAlpacas()
 - Test getLambs()
 - Test getFarmName()
 - Test getSheeps()
 - Test getSpecificAlpaca(int)
 - Test getSpecificLamb(int)
 - Test getSpecificPredator(int)
 - Test getSpecificSheep(int)
 - Test getSpecificState(String)
 - Test getState()
 - Test getTotalAlpacas()
 - Test getTotalLambs()
 - Test getTotalSheeps()
5. Test all set methods:
 - Test setAlpacas(ArrayList<Alpaca>)
 - with valid field values
 - with invalid field values
 - Test setFarmName(String)
 - with valid field values
 - with invalid field values
 - Test setLambs(ArrayList<Lamb>)
 - with valid field values
 - with invalid field values
 - Test setPredators(Predator[])
 - with valid field values

- with invalid field values
- Test setSheeps(ArrayList<Sheep>)
 - with valid field values
 - with invalid field values (e.g., null or empty list)
- Test setSpecificPredator(int, Predator)
 - with valid field values
 - with invalid field values (e.g., invalid index)