Mammal, Human, and Dog Class UML Diagram

-weight: int

-hunger: int

-name: String

-sex: String

Mammal

-Value holder for weight

-Value holder for hunger

-Value holder for name

-Value holder for sex

-Constructs a blank Mammal object

+Mammal()

+getWeight(): int

+getHunger(): int

+getName(): String

+getSex(): String

+setWeight(x: int): void

+setHunger(x: int): void

+setName(x: String): void

+setSex(x: String): void

-Returns the value of weight

-Returns the value of hunger (1 – 100).

-Returns the value of name

-Returns the value of sex

-Sets the value of weight to x

-Sets the value of hunger to x

-Sets the value of name to x

-Sets the value of sex to x

-money: int

-dogFood: int

-numDogs: int

-dogs: ArrayList<Dog>

+Human()

+getMoney (): int

+getDogFood(): int

+getNumDogs(): int

+getDog(x: int): Dog

+setMoney(x: int): void

+setDogFood(x: int): void

+setNumDogs(x: int): void

+letDogsOut(x: int): void

+addDog(x: int, y: String): void

+walks(x: int): void

+feeds(x: int): void

+bathes(x: int): void

+passTheTime(x :int): void

+buysFood(): void

+checkLoyalty(x: int): Boolean

+toString(): String

Human

-Value holder for money

-Value holder for dogFood

-Value holder for numDogs (1 or 2)

-ArrayList container for dogs owned by a Human

-Constructs a human object with random variable values

-Returns the value of money

-Returns the value of dogFood

-Returns the value of numDogs

-Returns a Dog object in ArrayList position x

-Sets the value of money to x

-Sets the value of dogFood to x

-Sets the value of numDogs to x

-Creates x new Dog objects in the ArrayList

-Adds a dog name to the ArrayList at position x

-Adds 50 to fun, lowers cleanliness and hunger by 10

-Adds 10 to fun, 50 to hunger, lowers cleanliness by 10

-Sets cleanliness to 100, lowers fun by 10

-Adds 10 to money, lowers fun by 1

-Adds 5 to dogFood, lowers money by 10

-Returns false if getLoyalty() returns 0, true otherwise

-Returns a string of Human and Dog object variable values

Dog

-fun: int

-cleanliness: int

-Value holder for fun

-Value holder for cleanliness

+Dog()

+getFun (): int

+getCleanliness(): int

+getLoyalty(): int

+setHunger (x: int): Dog

+setFun(x: int): void

+setCleanliness(x: int): void

+toString(): String

-Constructs a Dog object with random variable values

-Returns the value of fun

-Returns the value of cleanliness

-Returns 0 if fun or hunger is equal to 1, otherwise returns 1

-increments the value of hunger by x, minimum of 1, max of 100

-Increments the value of fun by x, minimum of 1, max of 100

-Increments the value of cleanliness by x, min of 1, max of 100

-Returns the Dog member variable values in a String