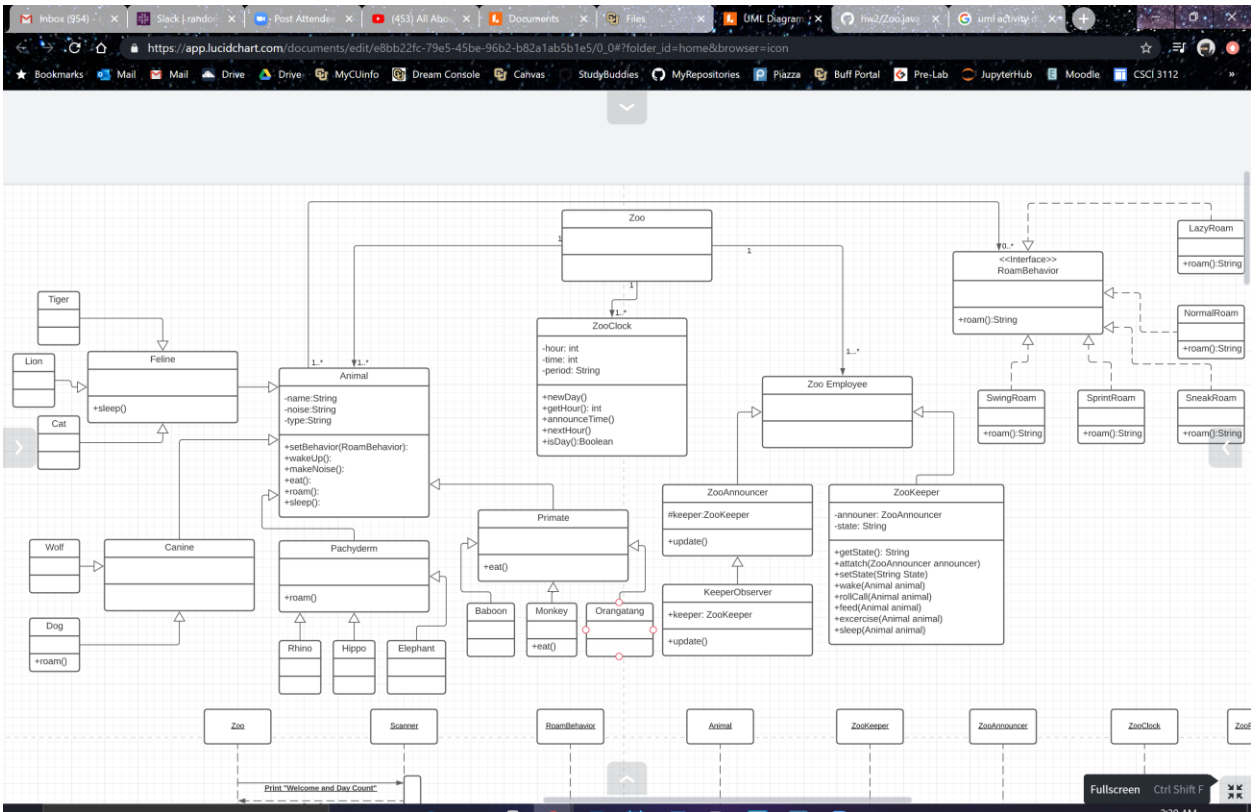
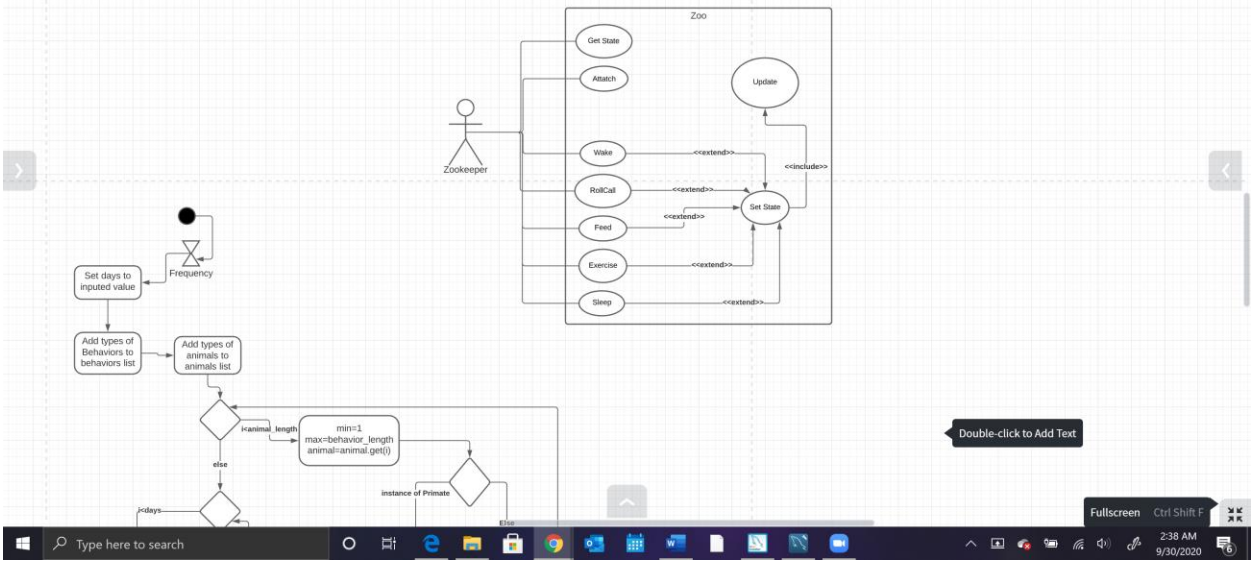
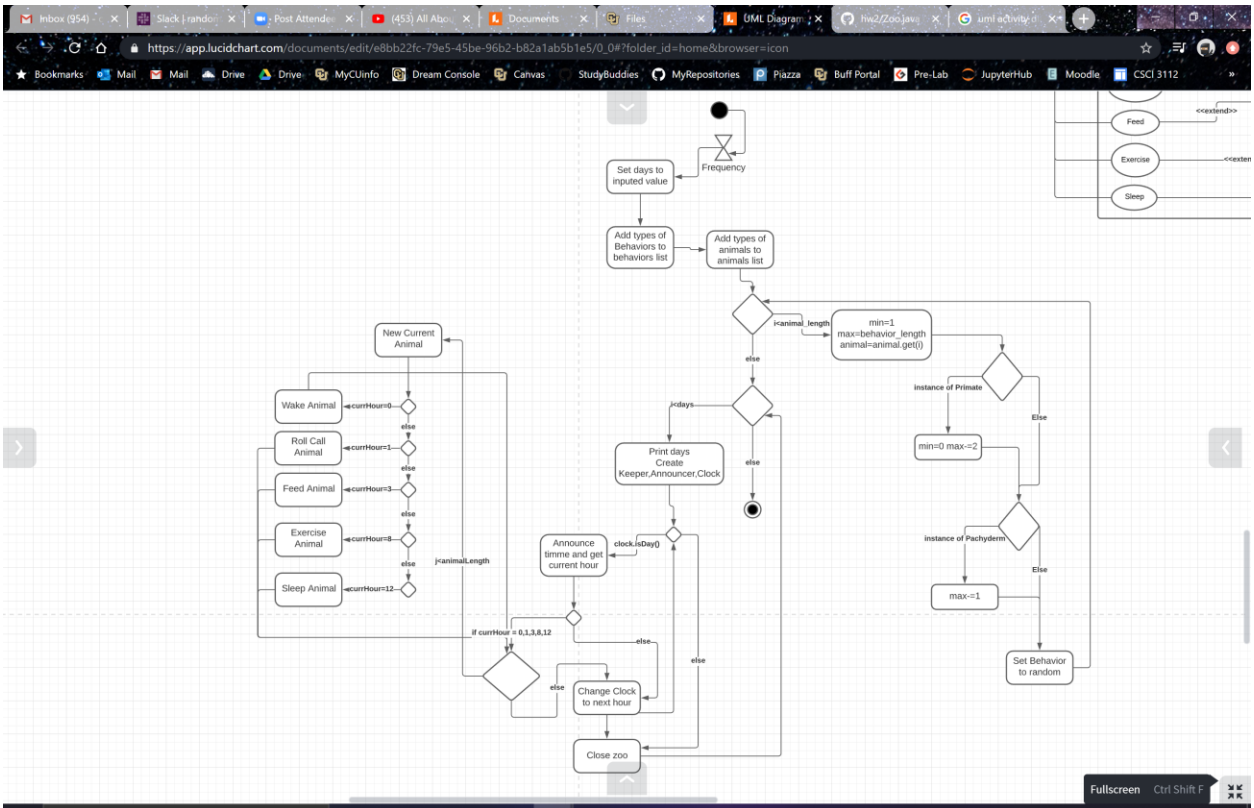
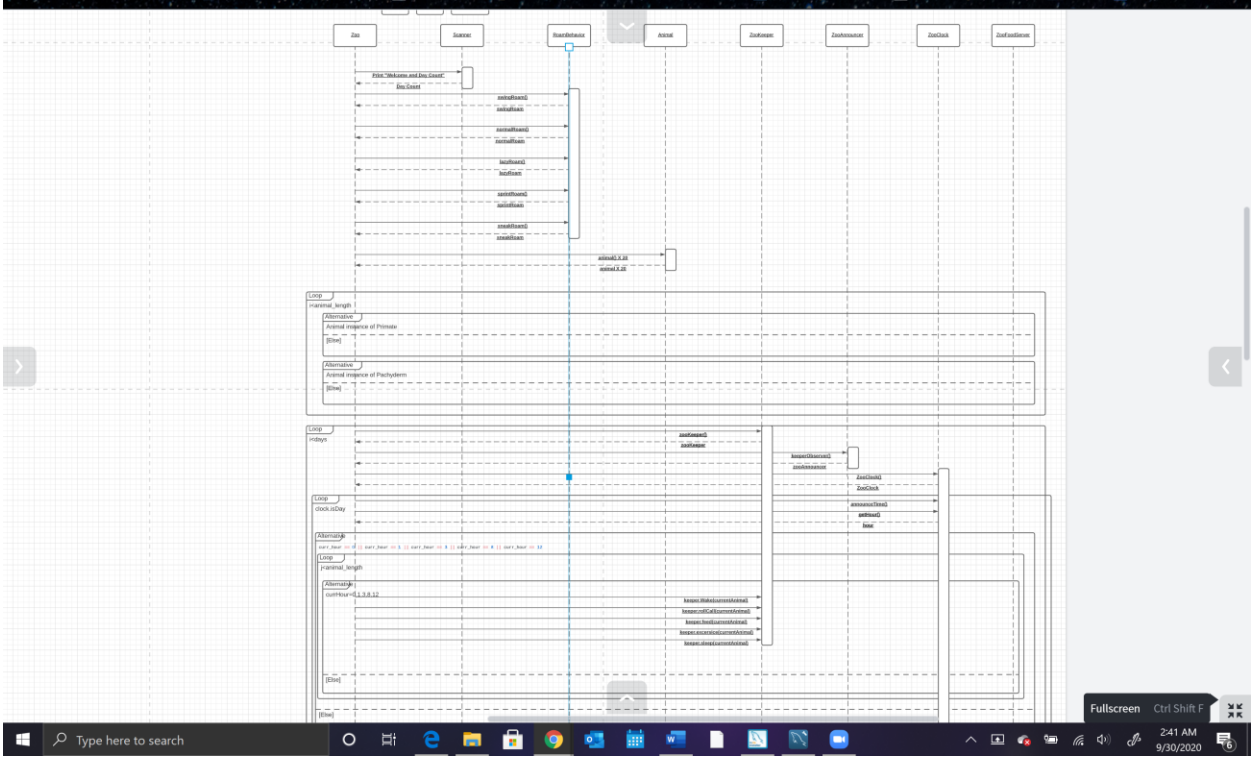

https://app.lucidchart.com/documents/edit/e8bb22fc-79e5-45be-96b2-b82a1ab5b1e5/0_0#?folder_id=home&browser=icon
Zoo
ZooClock
-hour: int
-time: int
-period: String
+newDay()
+getHour(): int
+announceTime()
+nextHour()
+isDay():Boolean
<<Interface>>
RoamBehavior
+roam():String
LazyRoam
+roam():String
NormalRoam
+roam():String
SwingRoam
+roam():String
SprintRoam
+roam():String
SneakRoam
+roam():String
Tiger
Lion
Feline
+sleep()
Cat
Animal
-name:String
-noise:String
-type:String
+setBehavior(RoamBehavior):
+wakeUp():
+makeNoise():
+eat():
+roam():
+sleep():
Zoo Employee
ZooAnnouncer
#keeper:ZooKeeper
+update()
ZooKeeper
-announer: ZooAnnouncer
-state: String
+getState(): String
+attatch(ZooAnnouncer announcer)
+setState(String State)
+wake(Animal animal)
+rollCall(Animal animal)
+feed(Animal animal)
+excercise(Animal animal)
+sleep(Animal animal)
Primate
+eat()
Wolf
Canine
Pachyderm
+roam()
Dog
+roam()
Rhino
Hippo
Elephant
Baboon
Monkey
+eat()
Orangatang
KeeperObserver
+keeper: ZooKeeper
+update()
Zoo
Scanner
RoamBehavior
Animal
ZooKeeper
ZooAnnouncer
ZooClock
Print "Welcome and Day Count"
clock.nextHour()


https://app.lucidchart.com/documents/edit/e8bb22fc-79e5-45be-96b2-b82a1ab5b1e5/0_0#?folder_id=home&browser=icon
Zoo
Get State
Attatch
Update
Zookeeper
Wake
RollCall
Feed
Exercise
Sleep
Set State
<<extend>>
<<include>>
Frequency
Set days to inputed value
Add types of Behaviors to behaviors list
Add types of animals to animals list
i<animal_length
min=1
max=behavior_length
animal=animal.get(i)
else
instance of Primate
i<days
Double-click to Add Text


https://app.lucidchart.com/documents/edit/e8bb22fc-79e5-45be-96b2-b82a1ab5b1e5/0_0#?folder_id=home&browser=icon
Frequency
Set days to inputed value
Add types of Behaviors to behaviors list
Add types of animals to animals list
i<animal_length
min=1 max=behavior_length animal=animal.get(i)
instance of Primate
min=0 max-=2
instance of Pachyderm
max-=1
Set Behavior to random
i<days
Print days Create Keeper,Announcer,Clock
clock.isDay()
Announce timme and get current hour
Change Clock to next hour
Close zoo
New Current Animal
Wake Animal
Roll Call Animal
Feed Animal
Exercise Animal
Sleep Animal
currHour=0
currHour=1
currHour=3
currHour=8
currHour=12
i<animalLength
if currHour = 0,1,3,8,12
Feed
Exercise
Sleep
<<extend>>


https://app.lucidchart.com/documents/edit/e8bb22fc-79e5-45be-96b2-b82a1ab5b1e5/0_0#?folder_id=home&browser=icon
Zoo
Scanner
RoundRobinApp
Animal
ZooKeeper
ZooAnnouncer
ZooClock
ZooFoodServer
Loop
i<animal_length
Alternative
Animal instance of Primate
[Else]
Animal instance of Pachyderm
Loop
i<days
Loop
clock.isDay
Loop
i<animal_length
currHour=0,1,3,8,12