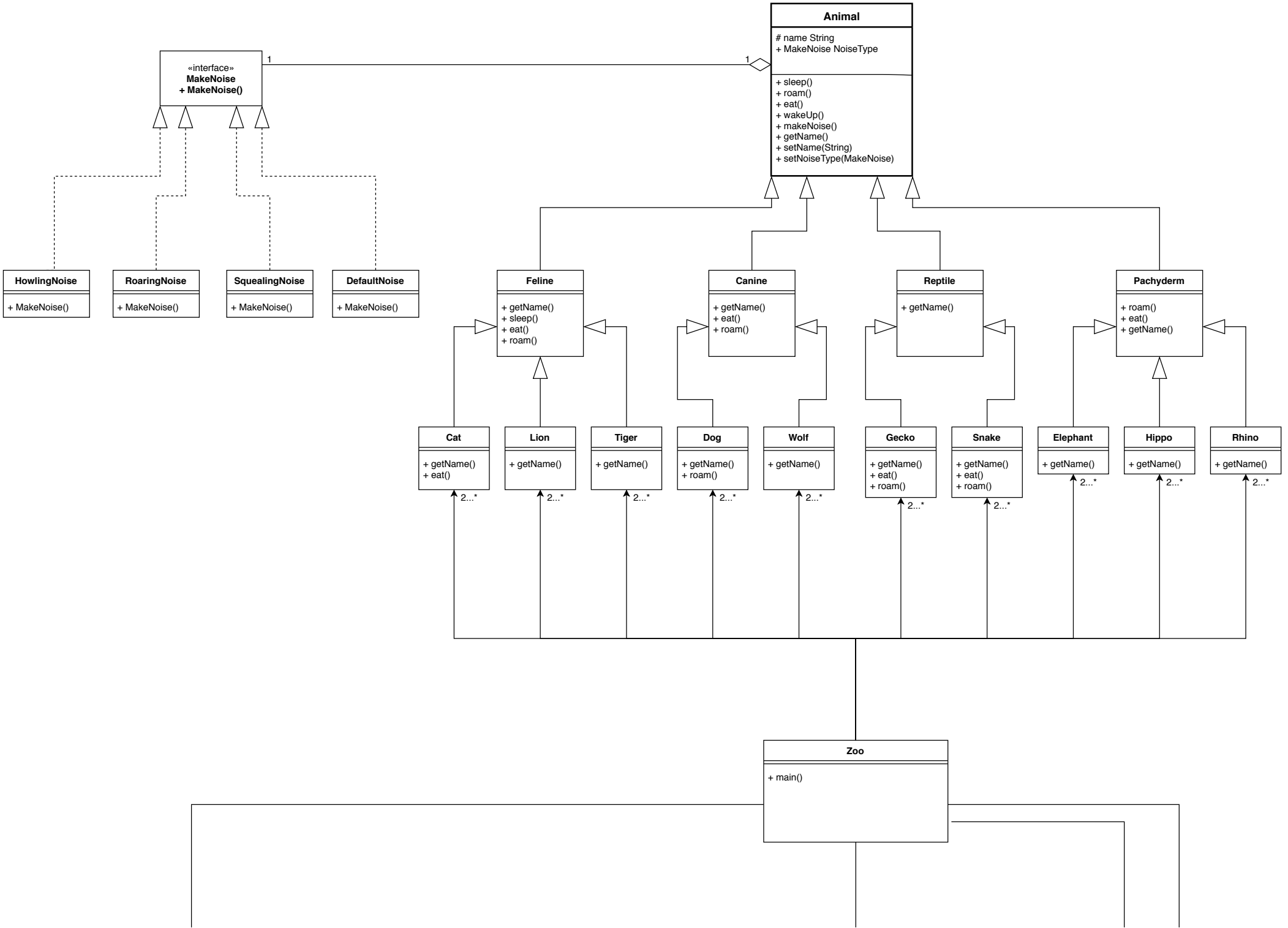
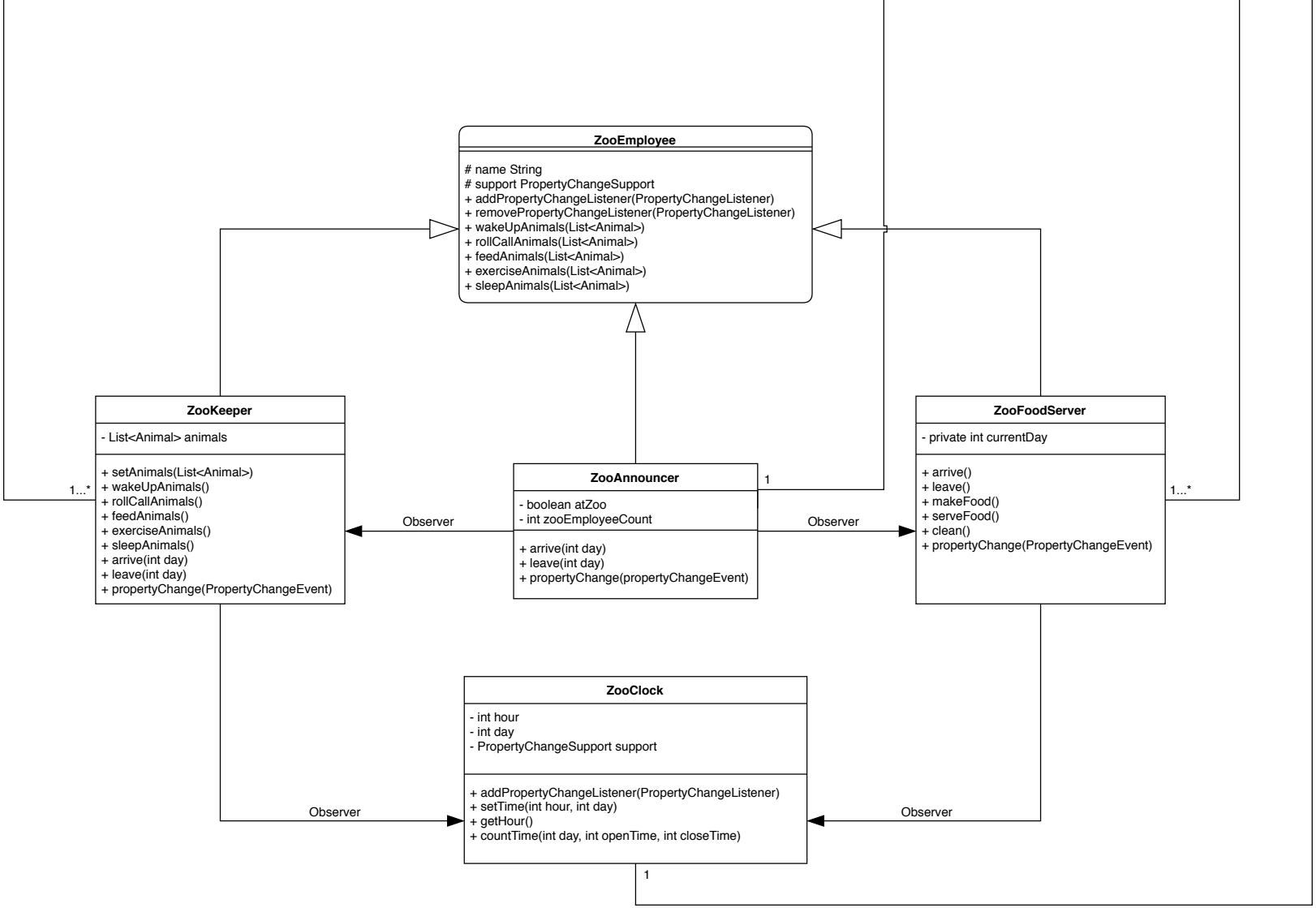
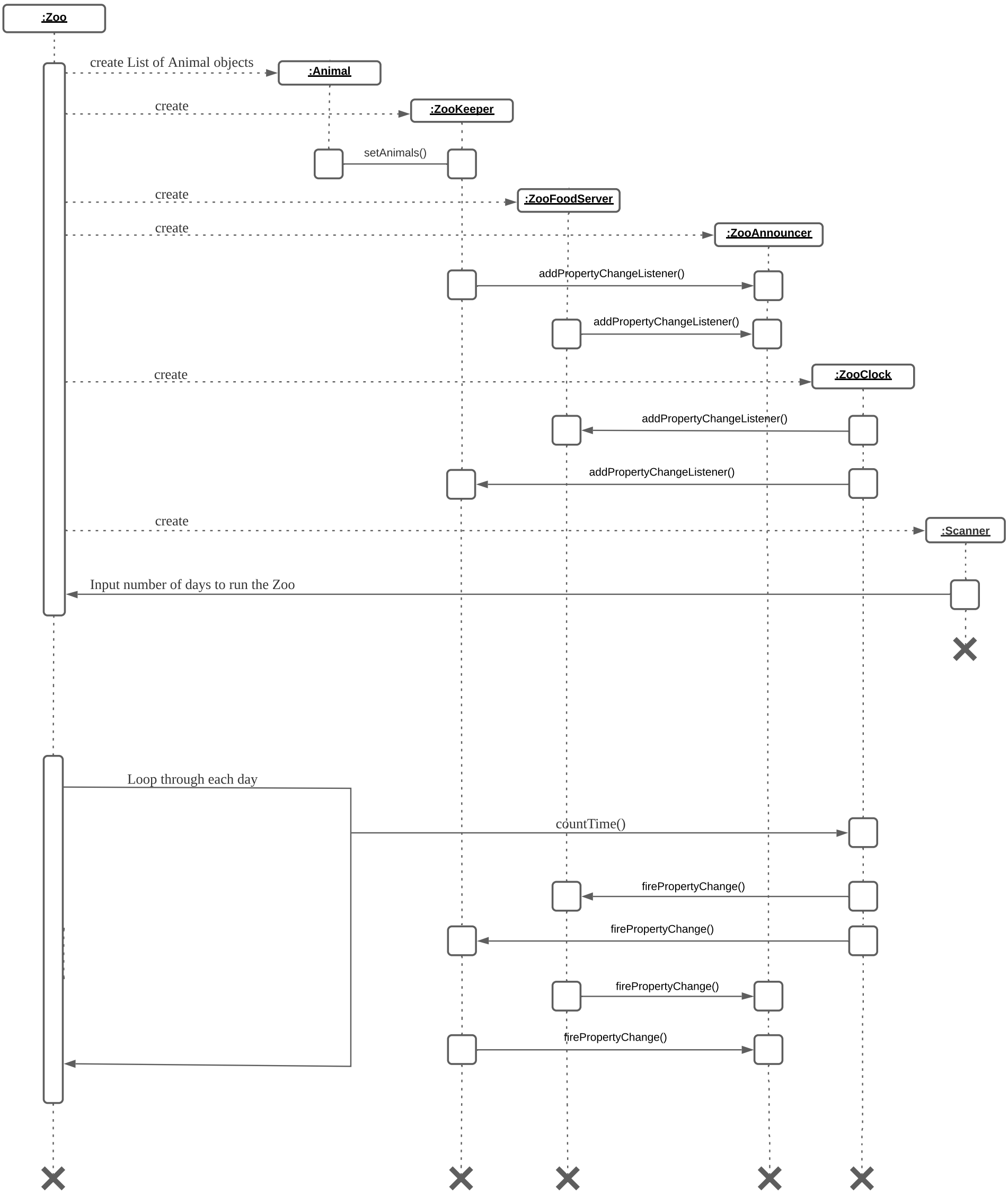
UML Class Diagram

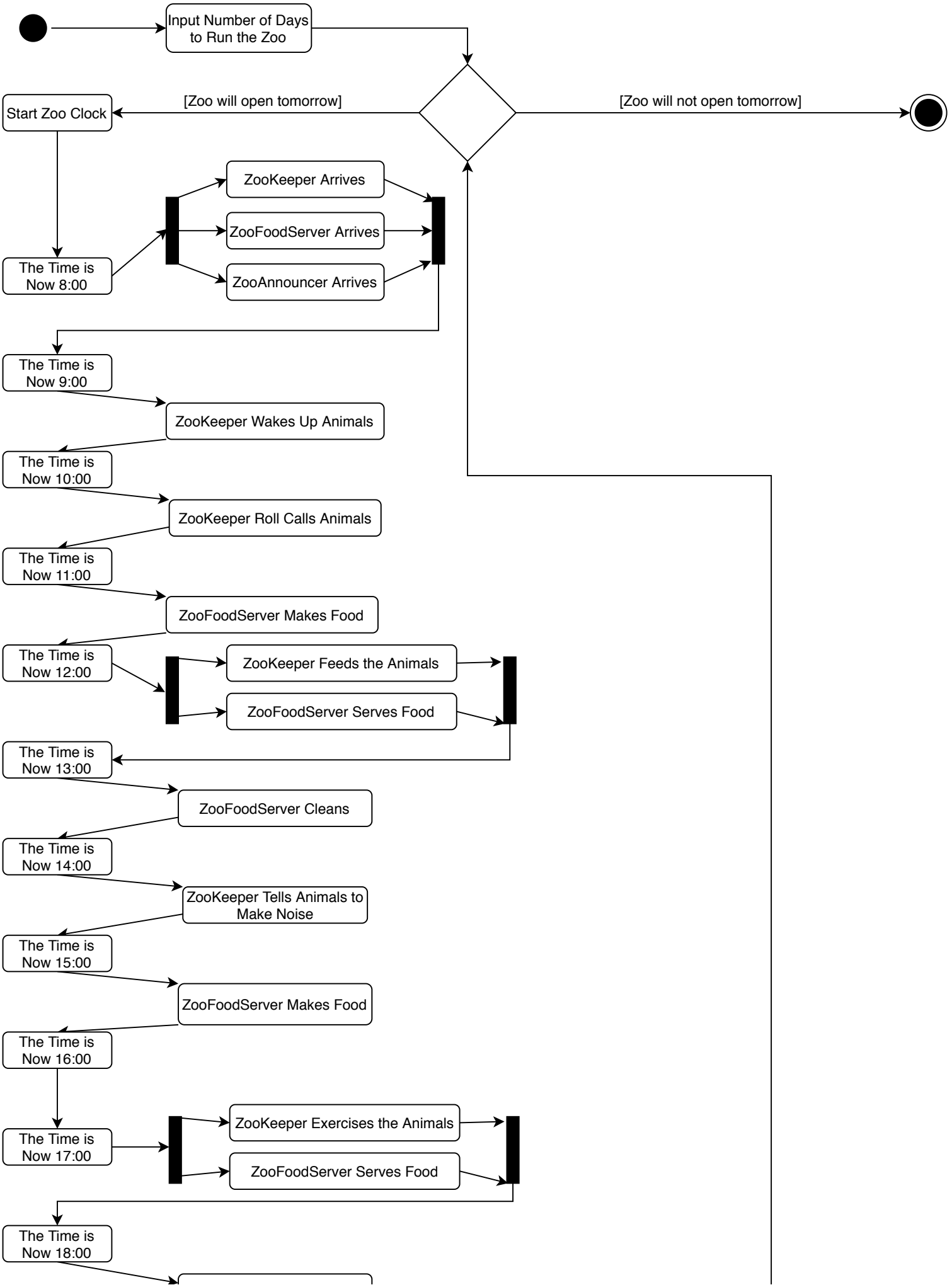


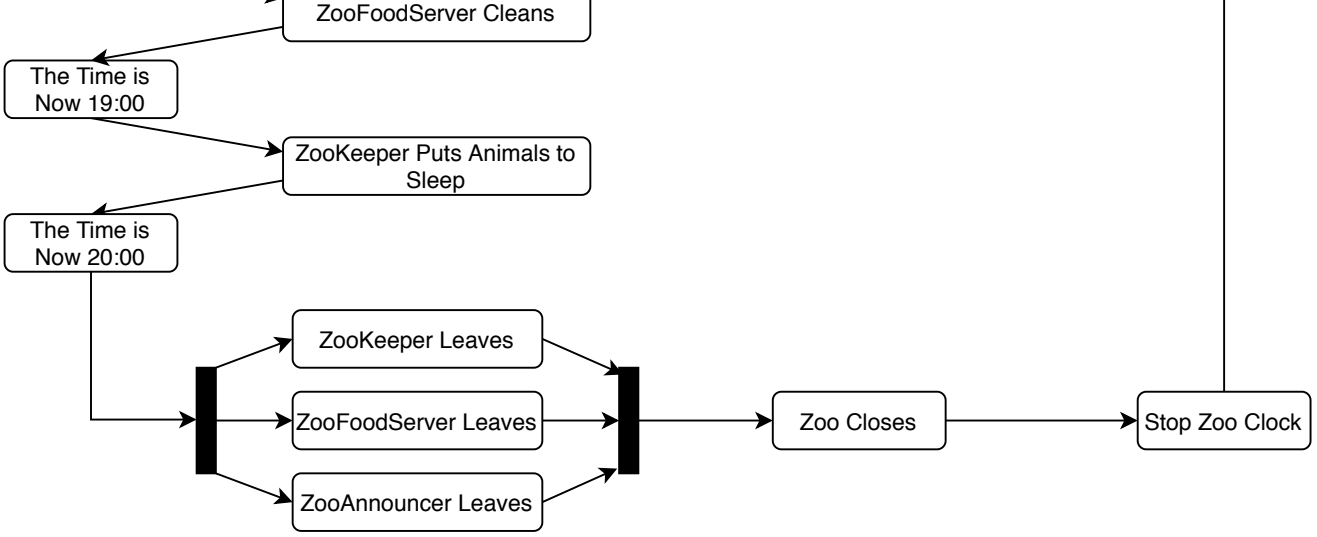
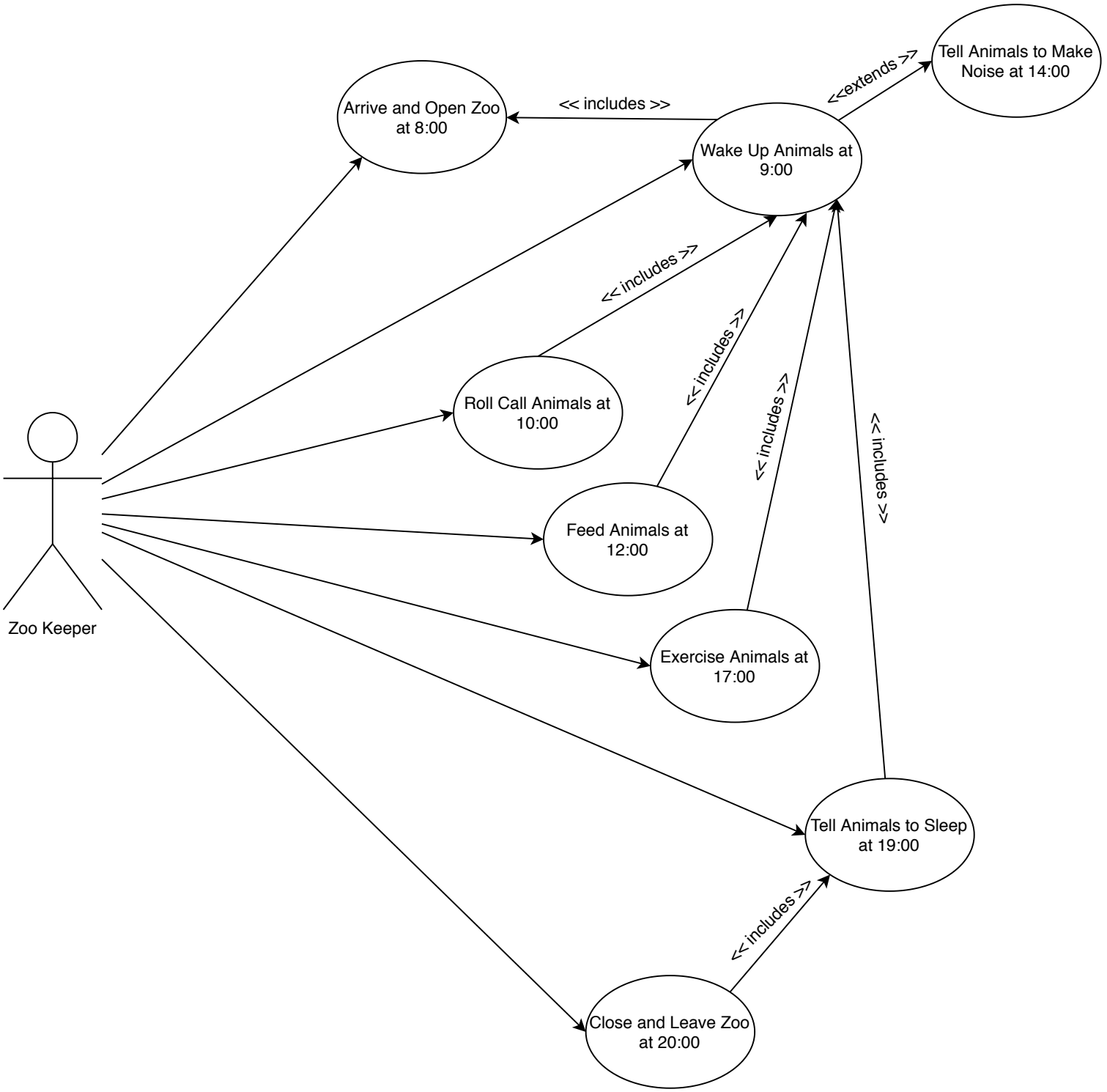

ZooEmployee
name String
support PropertyChangeSupport
+ addPropertyChangeListener(PropertyChangeListener)
+ removePropertyChangeListener(PropertyChangeListener)
+ wakeUpAnimals(List<Animal>)
+ rollCallAnimals(List<Animal>)
+ feedAnimals(List<Animal>)
+ exerciseAnimals(List<Animal>)
+ sleepAnimals(List<Animal>)
ZooKeeper
- List<Animal> animals
+ setAnimals(List<Animal>)
+ wakeUpAnimals()
+ rollCallAnimals()
+ feedAnimals()
+ exerciseAnimals()
+ sleepAnimals()
+ arrive(int day)
+ leave(int day)
+ propertyChange(PropertyChangeEvent)
1...*
Observer
ZooAnnouncer
- boolean atZoo
- int zooEmployeeCount
+ arrive(int day)
+ leave(int day)
+ propertyChange(propertyChangeEvent)
1
Observer
ZooFoodServer
- private int currentDay
+ arrive()
+ leave()
+ makeFood()
+ serveFood()
+ clean()
+ propertyChange(PropertyChangeEvent)
1...*
ZooClock
- int hour
- int day
- PropertyChangeSupport support
+ addPropertyChangeListener(PropertyChangeListener)
+ setTime(int hour, int day)
+ getHour()
+ countTime(int day, int openTime, int closeTime)
Observer
Observer
1

UML Sequence Diagram



UML Activity Diagram




ZooFoodServer Cleans
The Time is Now 19:00
ZooKeeper Puts Animals to Sleep
The Time is Now 20:00
ZooKeeper Leaves
ZooFoodServer Leaves
ZooAnnouncer Leaves
Zoo Closes
Stop Zoo Clock

UML Use Case Diagram