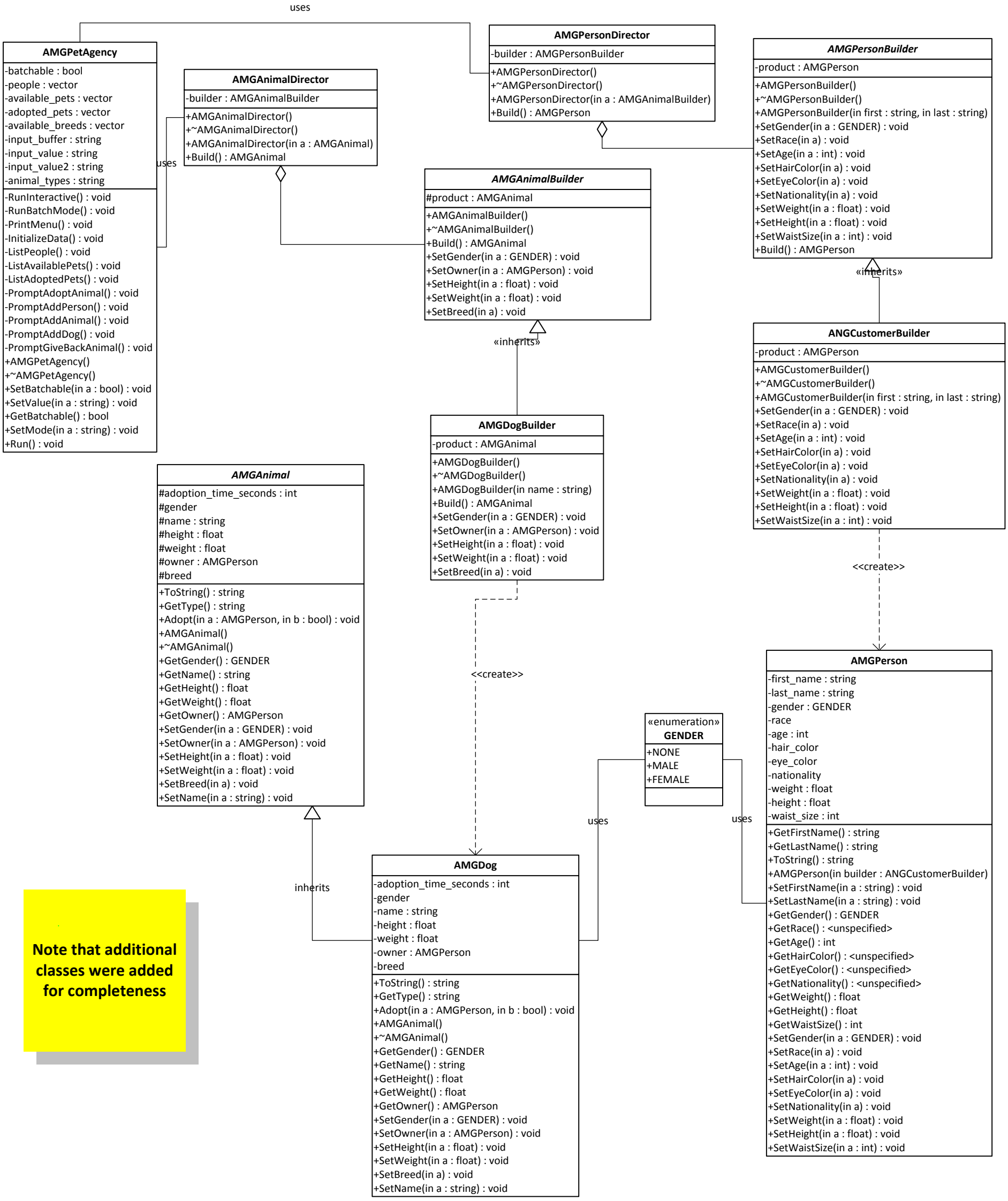
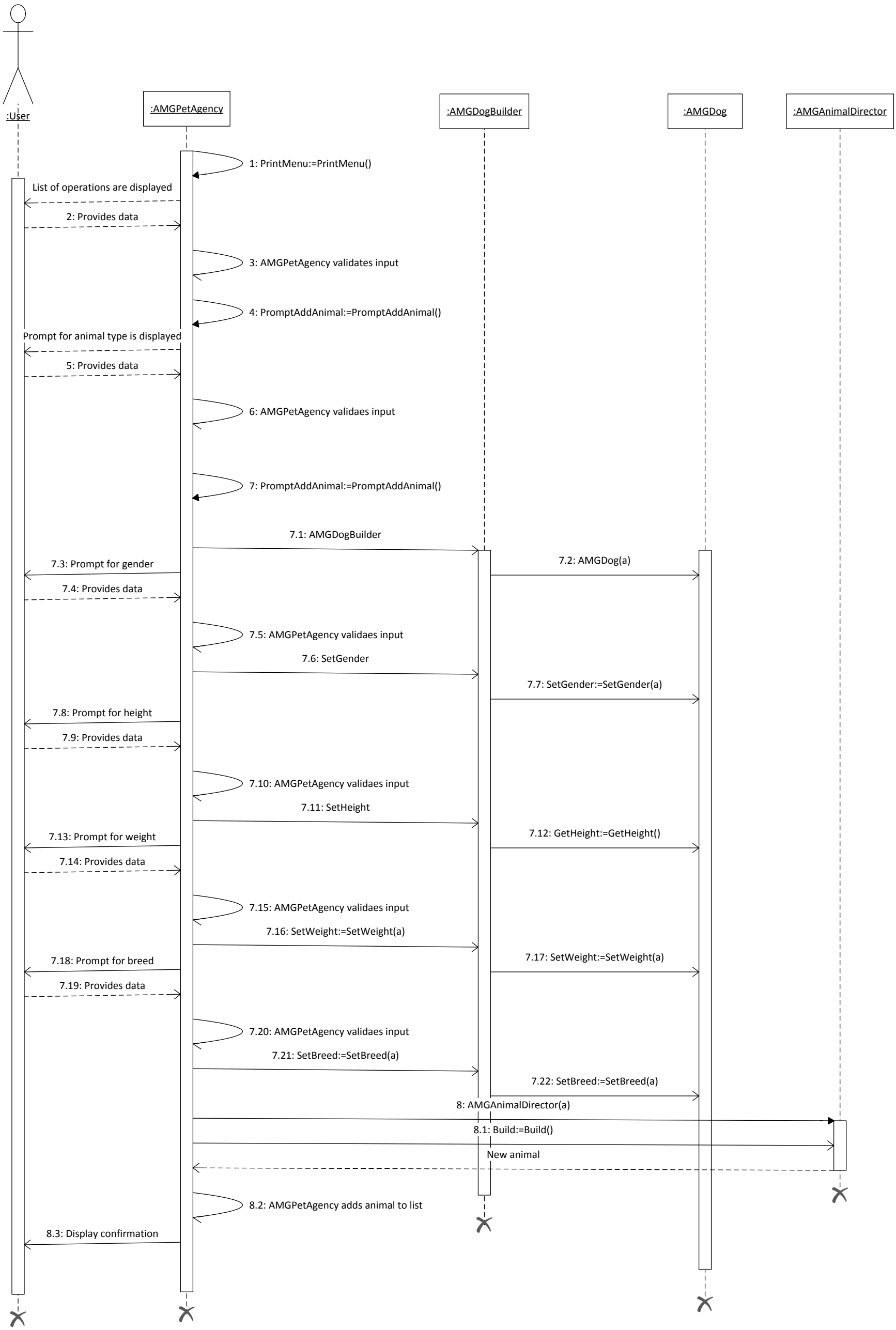

uses
AMGPetAgency
-batchable : bool
-people : vector
-available_pets : vector
-adopted_pets : vector
-available_breeds : vector
-input_buffer : string
-input_value : string
-input_value2 : string
-animal_types : string
-RunInteractive() : void
-RunBatchMode() : void
-PrintMenu() : void
-InitializeData() : void
-ListPeople() : void
-ListAvailablePets() : void
-ListAdoptedPets() : void
-PromptAdoptAnimal() : void
-PromptAddPerson() : void
-PromptAddAnimal() : void
-PromptAddDog() : void
-PromptGiveBackAnimal() : void
+AMGPetAgency()
+~AMGPetAgency()
+SetBatchable(in a : bool) : void
+SetValue(in a : string) : void
+GetBatchable() : bool
+SetMode(in a : string) : void
+Run() : void
AMGPersonDirector
-builder : AMGPersonBuilder
+AMGPersonDirector()
+~AMGPersonDirector()
+AMGPersonDirector(in a : AMGAnimalBuilder)
+Build() : AMGPerson
AMGPersonBuilder
-product : AMGPerson
+AMGPersonBuilder()
+~AMGPersonBuilder()
+AMGPersonBuilder(in first : string, in last : string)
+SetGender(in a : GENDER) : void
+SetRace(in a) : void
+SetAge(in a : int) : void
+SetHairColor(in a) : void
+SetEyeColor(in a) : void
+SetNationality(in a) : void
+SetWeight(in a : float) : void
+SetHeight(in a : float) : void
+SetWaistSize(in a : int) : void
+Build() : AMGPerson
AMGAnimalDirector
-builder : AMGAnimalBuilder
+AMGAnimalDirector()
+~AMGAnimalDirector()
+AMGAnimalDirector(in a : AMGAnimal)
+Build() : AMGAnimal
uses
AMGAnimalBuilder
#product : AMGAnimal
+AMGAnimalBuilder()
+~AMGAnimalBuilder()
+Build() : AMGAnimal
+SetGender(in a : GENDER) : void
+SetOwner(in a : AMGPerson) : void
+SetHeight(in a : float) : void
+SetWeight(in a : float) : void
+SetBreed(in a) : void
«inherits»
«inherits»
ANGCustomerBuilder
-product : AMGPerson
+AMGCustomerBuilder()
+~AMGCustomerBuilder()
+AMGCustomerBuilder(in first : string, in last : string)
+SetGender(in a : GENDER) : void
+SetRace(in a) : void
+SetAge(in a : int) : void
+SetHairColor(in a) : void
+SetEyeColor(in a) : void
+SetNationality(in a) : void
+SetWeight(in a : float) : void
+SetHeight(in a : float) : void
+SetWaistSize(in a : int) : void
AMGDogBuilder
-product : AMGAnimal
+AMGDogBuilder()
+~AMGDogBuilder()
+AMGDogBuilder(in name : string)
+Build() : AMGAnimal
+SetGender(in a : GENDER) : void
+SetOwner(in a : AMGPerson) : void
+SetHeight(in a : float) : void
+SetWeight(in a : float) : void
+SetBreed(in a) : void
<<create>>
<<create>>
AMGAnimal
#adoption_time_seconds : int
#gender
#name : string
#height : float
#weight : float
#owner : AMGPerson
#breed
+ToString() : string
+GetType() : string
+Adopt(in a : AMGPerson, in b : bool) : void
+AMGAnimal()
+~AMGAnimal()
+GetGender() : GENDER
+GetName() : string
+GetHeight() : float
+GetWeight() : float
+GetOwner() : AMGPerson
+SetGender(in a : GENDER) : void
+SetOwner(in a : AMGPerson) : void
+SetHeight(in a : float) : void
+SetWeight(in a : float) : void
+SetBreed(in a) : void
+SetName(in a : string) : void
«enumeration»
GENDER
+NONE
+MALE
+FEMALE
AMGPerson
-first_name : string
-last_name : string
-gender : GENDER
-race
-age : int
-hair_color
-eye_color
-nationality
-weight : float
-height : float
-waist_size : int
+GetFirstName() : string
+GetLastName() : string
+ToString() : string
+AMGPerson(in builder : ANGCustomerBuilder)
+SetFirstName(in a : string) : void
+SetLastName(in a : string) : void
+GetGender() : GENDER
+GetRace() : <unspecified>
+GetAge() : int
+GetHairColor() : <unspecified>
+GetEyeColor() : <unspecified>
+GetNationality() : <unspecified>
+GetWeight() : float
+GetHeight() : float
+GetWaistSize() : int
+SetGender(in a : GENDER) : void
+SetRace(in a) : void
+SetAge(in a : int) : void
+SetHairColor(in a) : void
+SetEyeColor(in a) : void
+SetNationality(in a) : void
+SetWeight(in a : float) : void
+SetHeight(in a : float) : void
+SetWaistSize(in a : int) : void
uses
uses
inherits
AMGDog
-adoption_time_seconds : int
-gender
-name : string
-height : float
-weight : float
-owner : AMGPerson
-breed
+ToString() : string
+GetType() : string
+Adopt(in a : AMGPerson, in b : bool) : void
+AMGAnimal()
+~AMGAnimal()
+GetGender() : GENDER
+GetName() : string
+GetHeight() : float
+GetWeight() : float
+GetOwner() : AMGPerson
+SetGender(in a : GENDER) : void
+SetOwner(in a : AMGPerson) : void
+SetHeight(in a : float) : void
+SetWeight(in a : float) : void
+SetBreed(in a) : void
+SetName(in a : string) : void
Note that additional classes were added for completeness



Use Case

1. The AMGPetAgency system displays a list of options and prompts for a response
2. The user provides a numeric value from the menu (ie. Add Pet)
3. The AMGPetAgency system validates the user input
4. The AMGPetAgency system prompts for animal type
5. The user provides numeric value from list of available pet types
6. The AMGPetAgency system validates the input
7. The AMGPetAgency system prompts for values for the pet object
8. The AMGPetAgency system adds the new pet to the available pets list and displays a confirmation

Abel Gancsos