

<<bind>>

Receiver → HotelManager

<<bind>>

Receiver → hotel

hva.app.employee

DoAddResponsibility

#execute(): void

DoRegisterEmployee

#execute(): void

DoRemoveResponsibility

#execute(): void

DoShowAllEmployees

#execute(): void

DoShowSatisfactionOfEmployee

#execute(): void

Menu

hva.app.main

DoAdvanceSeason

#<<final>>execute(): void

DoNewFile

#<<final>>execute(): void

DoOpenAnimalsMenu

#<<final>>execute(): void

DoOpenEmployeesMenu

#<<final>>execute(): void

DoOpenFile

#<<final>>execute(): void

DoOpenHabitatsMenu

#<<final>>execute(): void

DoOpenVaccinesMenu

#<<final>>execute(): void

DoOpenVaccinesMenu

#<<final>>execute(): void

DoSaveFile

#<<final>>execute(): void

DoShowGlobalSatisfaction

#<<final>>execute(): void

Menu

<<abstract>>
command

#<<abstract>>execute(): void

<<bind>>

Receiver → Hotel

hva.app.animal

DoRegisterAnimal

#<<final>>execute(): void

DoShowAllAnimals

#<<final>>execute(): void

DoShowSatisfactionOfAnimal

#<<final>>execute(): void

DoTransferToHabitat

#<<final>>execute(): void

Menu

hva.app.vaccine

DoRegisterVaccine

#<<final>>execute(): void

DoShowAllVaccines

#<<final>>execute(): void

DoShowVaccinations

#<<final>>execute(): void

DoVaccinateAnimal

#<<final>>execute(): void

Menu

Menu

App

+main(args: string[]): void

Receiver: class

<<bind>>

Receiver → hotel

hva.app.habitat

DoAddTreeToHabitat

#execute(): void

DoChangeHabitatArea

#execute(): void

DoChangeHabitatInfluence

#execute(): void

DoRegisterHabitat

#execute(): void

DoShowAllHabitats

#execute(): void

DoShowAllTreesInHabitat

#execute(): void

Menu

<<bind>>

Receiver → hotel

hva.app.search

DoShowAnimalInHabitat

#execute(): void

DoShowMedicalActsOnAnimal

#execute(): void

DoShowMedicalActByJohnDorian

#execute(): void

DoShowWrongVaccinations

#execute(): void

Menu

hva.app.exceptions

DuplicateAnimalKeyException

DuplicateEmployeeKeyException

DuplicateHabitatKeyException

DuplicateTreeKeyException

DuplicateVaccineKeyException

FileOpenFailedException

NoResponsibilityException

UnknownEmployeeKeyException

UnknownAnimalKeyException

UnknownHabitatKeyException

UnknownSpeciesKeyException

UnknownTreeKeyException

UnknownVaccineKeyException

UnknownVet:rationKeyException

Vet:rationNotAuthorizedException

Receiver: class

<<abstract>>
command

#<<abstract>> execute(): void

<<+has>>

CommandException

Declaro por minha honra que este diagrama foi realizado apenas pelos elementos que constituem o grupo de projecto. Ana Santos 109260

Declaro por minha honra que este diagrama foi realizado apenas pelos elementos que constituem o grupo de projecto. Francisco Mendonça 109264