|  |  |  |
| --- | --- | --- |
| Animal | Adopter | Adoption |
| Animal ID  Name  Species  Age  Sex  Status  description | Adopter ID  Name  Email  Phone  Address | Adoption ID  Animal ID  Adopter ID  Date  Fee Paid  Notes |

import tkinter as tk

from tkinter import messagebox

class Animal:

def \_\_init\_\_(self, animal\_id, name, species, age, status="Available"):

self.animal\_id = animal\_id

self.name = name

self.species = species

self.age = age

self.status = status

def update\_status(self, new\_status):

self.status = new\_status

def get\_details(self):

return f"{self.name} ({self.species}), Age: {self.age}, Status: {self.status}"

class Adopter:

def \_\_init\_\_(self, name, email, adopter\_id):

self.name = name

self.email = email

self.adopter\_id = adopter\_id

def get\_info(self):

return f"Adopter: {self.name}, Email: {self.email}, ID: {self.adopter\_id}"

class Adoption:

def \_\_init\_\_(self, adoption\_id, animal, adopter, date):

self.adoption\_id = adoption\_id

self.animal = animal

self.adopter = adopter

self.date = date

def get\_adoption\_details(self):

return f"Adoption ID: {self.adoption\_id}, Animal: {self.animal.name}, Adopter: {self.adopter.name}, Date: {self.date}"

# GUI setup

class HumaneSocietyApp:

def \_\_init\_\_(self, root):

self.root = root

self.root.title("Humane Society Adoption Management System")

self.animals = []

self.adopters = []

self.adoptions = []

self.setup\_ui()

def setup\_ui(self):

self.animal\_listbox = tk.Listbox(self.root)

self.animal\_listbox.pack()

self.add\_animal\_button = tk.Button(self.root, text="Add Animal", command=self.add\_animal)

self.add\_animal\_button.pack()

def add\_animal(self):

new\_animal = Animal(1, "Buddy", "Dog", 3)

self.animals.append(new\_animal)

self.animal\_listbox.insert(tk.END, new\_animal.get\_details())

if \_\_name\_\_ == "\_\_main\_\_":

root = tk.Tk()

app = HumaneSocietyApp(root)

root.mainloop()