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ANIMAL SHELTER MANAGER

OBJECT-ORIENTED PROGRAMMING PROJECT

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Introduction

This project is a simple manager for the data of an animal shelter. It allows the management of containers of objects that represent different types of animals typically found in an animal shelter: Cats, dogs and birds.

The manager uses database files to represent containers and gives the user the possibility to create and save new files, open previously created files and apply changes to old or new files. These actions represent the definition of a new container, and the insertion or removal of elements from containers previously defined. Furthermore, searching on container objects based on their different attributes is possible.

Classes and Hierarchy

The logical class hierarchy is as shown in the image below:

Interface

IAAnimal

Abstract base Class

Animal

Subclasses

Cat

Dog

Bird

Figure 1: Class hierarchy

“IAAnimal” is an abstract base class for the hierarchy that contains only virtual methods, i.e. an interface. “Animal” is an abstract base class and contains 6 data members representing properties in common between all shelter animals: ID, name, age, breed, adoption status and gender.

The class “Animal” has three subclasses representing three types of animals typically found in animal shelters: cats, dogs, and birds. Each of these subclasses has a data member representing the kind of vaccines typically administered to that certain type of animal; furthermore, the bird subclass has an additional data member that represents the bird species.

In addition to the above-mentioned hierarchy, the model includes a container template implemented using a dynamic array which is later used for holding deep pointers to objects of type “Animal”.

A few of the methods used in the hierarchy are:

- Different getter methods each of which return a specific attribute of the hierarchy.
- `virtual std::string type() const = 0`: returns a string that indicates the type of animal the object represents.
- `virtual std::string vaccines() const = 0`: returns the vaccines each animal should take based on its type. Each animal class has a different data member that represents the most typical vaccines that type of animal should receive.
- `virtual double costOfCare() const = 0`: calculates and returns the average cost of care for each animal using a static data member of the animal class as a base and adding a sum depending on the type and age of the animal each object represents.
- The class “Bird” has an additional data member representing its species. `std::string species() const` acts as a getter for this attribute.

Architecture

This project uses the Model-View architectural pattern, trying to use the view classes provided by Qt in a suitable way to represent the data available in the project.

Example of Use

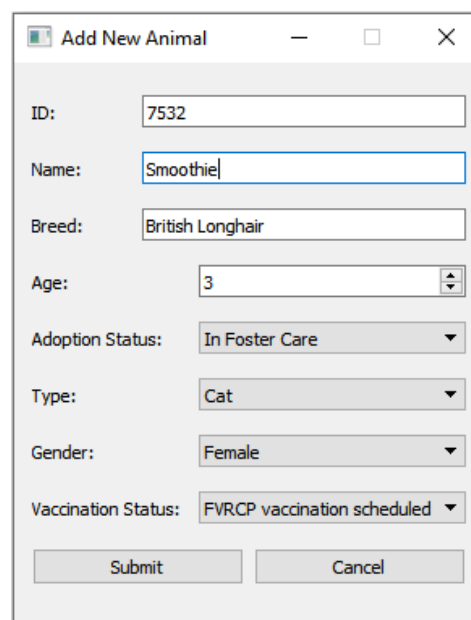
The main controls are found in the toolbar on the left. The main ones are: open file, save file, add item, delete item, view details, edit item, and search.

Adding a new animal

Adding a new animal is quite intuitive. All the fields in the insertion form must be filled. The ID number must be a four-digit number. The “Vaccination Status” field becomes active only after having chosen the type of animal, as the values depend on the type of animal we are inserting. If the animal is a bird, a new “Species” field appears for the insertion of the species of the bird.

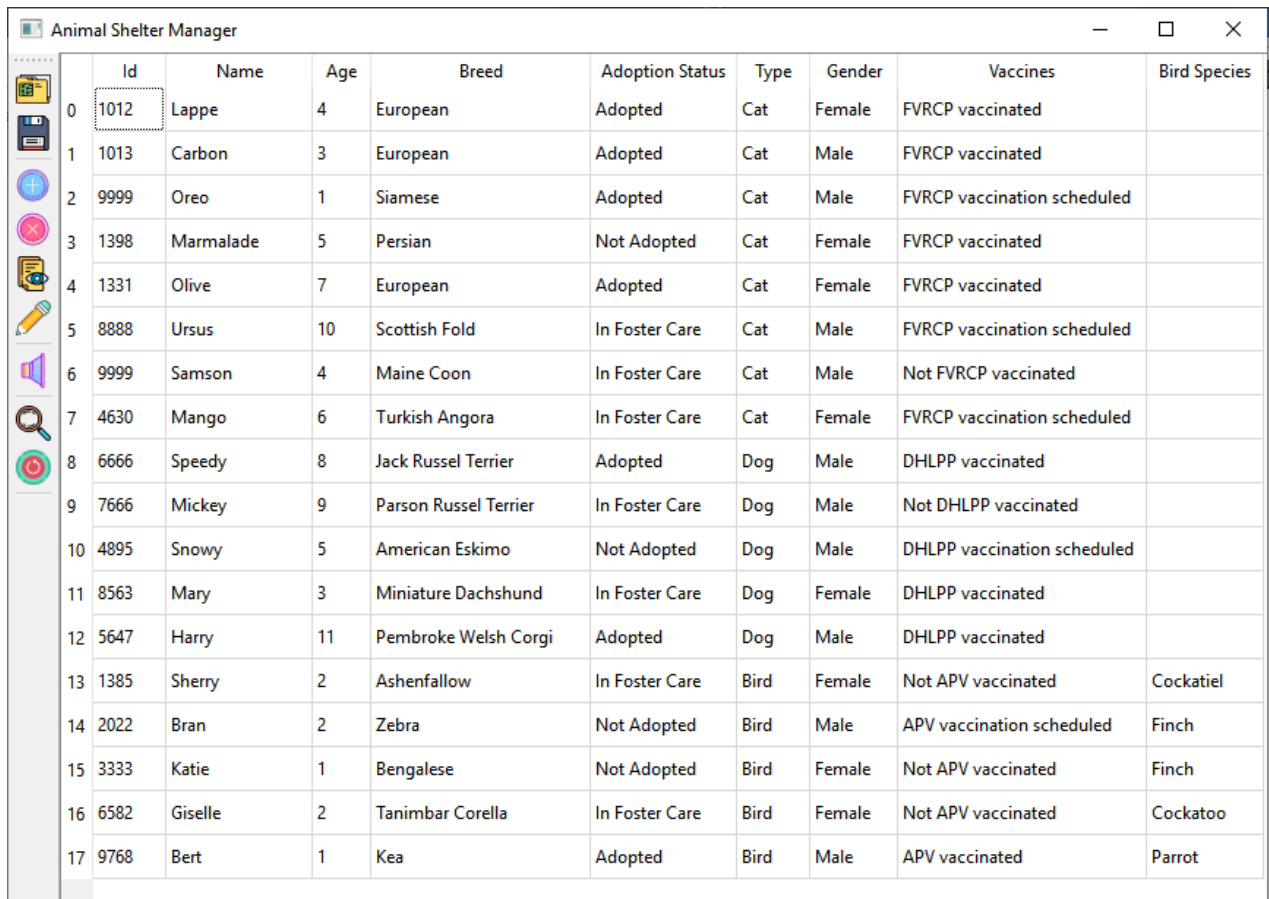
Viewing an item

A general view of the items is seen within the main window itself. A subclass of “QTableView” called “TableView” has been defined in order to hold the data in the main window (Figure 3). Viewing a single item in more detail is possible by clicking the “View details” button on the left toolbar. As can be seen in figure 4, in this way we can also see the average monthly cost of the caretaking of a certain animal for the shelter, calculated polymorphically by the `costOfCare()` function, as mentioned above.



The image shows a Qt-style dialog box titled "Add New Animal". It contains several input fields and dropdown menus. The "ID" field has the value "7532". The "Name" field has the value "Smoothie". The "Breed" field has the value "British Longhair". The "Age" field has a spinner with the value "3". The "Adoption Status" dropdown is set to "In Foster Care". The "Type" dropdown is set to "Cat". The "Gender" dropdown is set to "Female". The "Vaccination Status" dropdown is set to "FVRCP vaccination scheduled". At the bottom of the dialog are two buttons: "Submit" and "Cancel".

Figure 2: Adding a new item

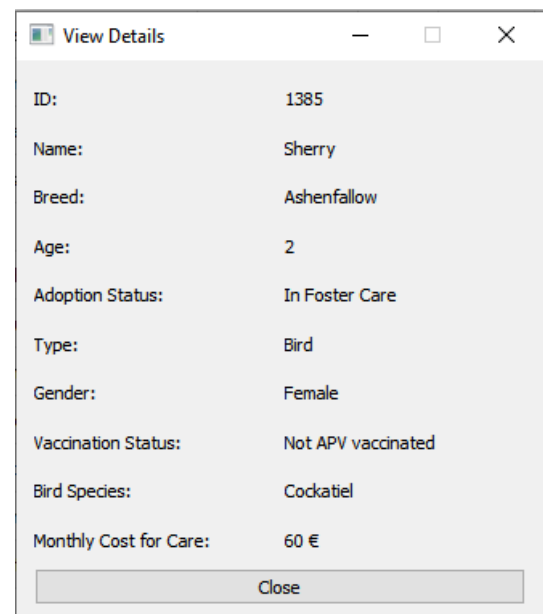


	Id	Name	Age	Breed	Adoption Status	Type	Gender	Vaccines	Bird Species
0	1012	Lappe	4	European	Adopted	Cat	Female	FVRCP vaccinated	
1	1013	Carbon	3	European	Adopted	Cat	Male	FVRCP vaccinated	
2	9999	Oreo	1	Siamese	Adopted	Cat	Male	FVRCP vaccination scheduled	
3	1398	Marmalade	5	Persian	Not Adopted	Cat	Female	FVRCP vaccinated	
4	1331	Olive	7	European	Adopted	Cat	Female	FVRCP vaccinated	
5	8888	Ursus	10	Scottish Fold	In Foster Care	Cat	Male	FVRCP vaccination scheduled	
6	9999	Samson	4	Maine Coon	In Foster Care	Cat	Male	Not FVRCP vaccinated	
7	4630	Mango	6	Turkish Angora	In Foster Care	Cat	Female	FVRCP vaccination scheduled	
8	6666	Speedy	8	Jack Russel Terrier	Adopted	Dog	Male	DHLPP vaccinated	
9	7666	Mickey	9	Parson Russel Terrier	In Foster Care	Dog	Male	Not DHLPP vaccinated	
10	4895	Snowy	5	American Eskimo	Not Adopted	Dog	Male	DHLPP vaccination scheduled	
11	8563	Mary	3	Miniature Dachshund	In Foster Care	Dog	Female	DHLPP vaccinated	
12	5647	Harry	11	Pembroke Welsh Corgi	Adopted	Dog	Male	DHLPP vaccinated	
13	1385	Sherry	2	Ashenfallow	In Foster Care	Bird	Female	Not APV vaccinated	Cockatiel
14	2022	Bran	2	Zebra	Not Adopted	Bird	Male	APV vaccination scheduled	Finch
15	3333	Katie	1	Bengalese	Not Adopted	Bird	Female	Not APV vaccinated	Finch
16	6582	Giselle	2	Tanimbar Corella	In Foster Care	Bird	Female	Not APV vaccinated	Cockatoo
17	9768	Bert	1	Kea	Adopted	Bird	Male	APV vaccinated	Parrot

Figure 3: Main window view of items

Searching for an item

By clicking the search button on the left toolbar, a dockable search box appears at the bottom of the screen (Figure 4). Items can be searched for by any of their attributes, or any subset of their attributes, thanks to the use of “QSortFilterProxyModel”. Searching is done in real-time, so no search button has been implemented. A subclass of the Qt class “QSortFilterProxyModel” has been implemented to adapt it to a search by a fixed string: “QSortFilterProxyModel” does not consider fixed strings, but instead works based on inclusion. That, interpreted in terms of the application at hand, means e.g. searching for the string “m” in the name field yields all the results including the letter “m” somewhere in their name attribute. This property of “QSortFilterProxyModel” has been used as is for the search fields for ID, name, breed and bird species; but for the rest of the fields, the newly defined subclass called “SortFilterProxyModel” has been used in order to yield only results that are a complete match.



ID:	1385
Name:	Sherry
Breed:	Ashenfallow
Age:	2
Adoption Status:	In Foster Care
Type:	Bird
Gender:	Female
Vaccination Status:	Not APV vaccinated
Bird Species:	Cockatiel
Monthly Cost for Care:	60 €
<button>Close</button>	

Figure 4: Viewing the details of an item

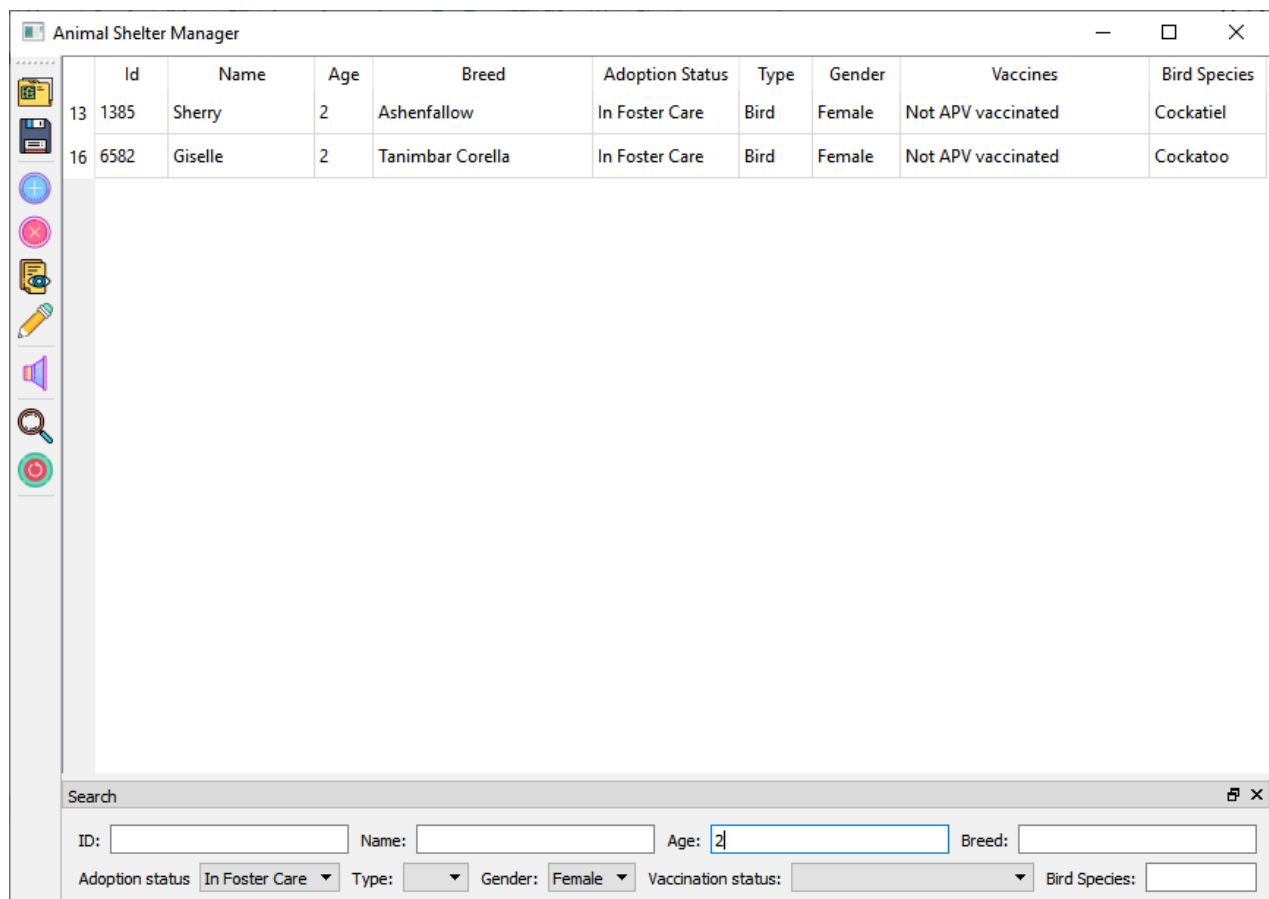


Figure 5: Sample search results

Qt Library

A subclass of the Qt class “QTableView” called “TableView” has been defined to hold the main view of the application. This view depends upon a custom “QSortFilterProxyModel” that acts as a bridge to access the model created by the class “modeladapter” which is a subclass of the Qt class “QAbstractTableModel”. “QSortFilterProxyModel” class also lets us search the objects representing shelter animals, based on any subset of their attributes, and the results will be correctly shown in the “TableView” mentioned before.

Serialization

In order to make the saving and opening of files representing containers possible, The JSON file format has been used as a standalone serialization mechanism. The reason for this choice is mainly the fact of JSON being very intuitive and easy for humans to interpret while also being simpler and taking up less space in comparison to XML. Moreover, as the Qt documentation puts it, *“the JSON support in Qt provides an easy to use C++ API to parse, modify and save JSON data.”*

Compilation

The file qmake project file “Proj.pro” has been added to the files turned in, as it will be different from the file produced by the command `qmake -project`. The reason for this difference is the use of some C++11 syntax and keywords.

Besides the project file, a sample database file called “SampleDB.json” has been added, which can be used to test and run the program.

Hours of Work

Analysis of the project and requirements	2h
Studying the model design	3h
Studying the GUI design	3h
Learning the Qt Library	12h
Coding the model	8h
Coding the GUI	15h
Testing and debugging	9h
Writing the essay	3h
Total	55h