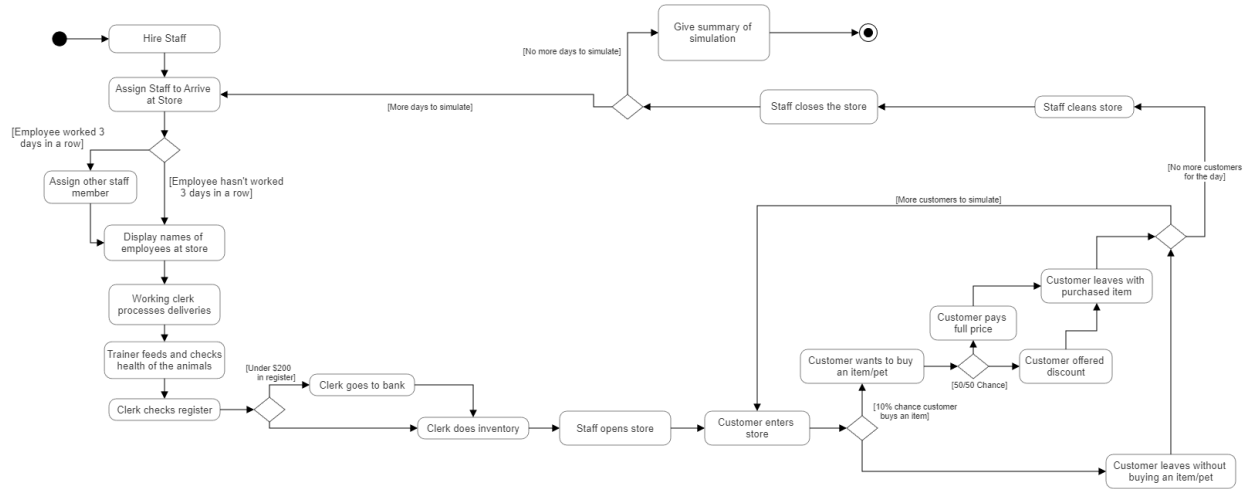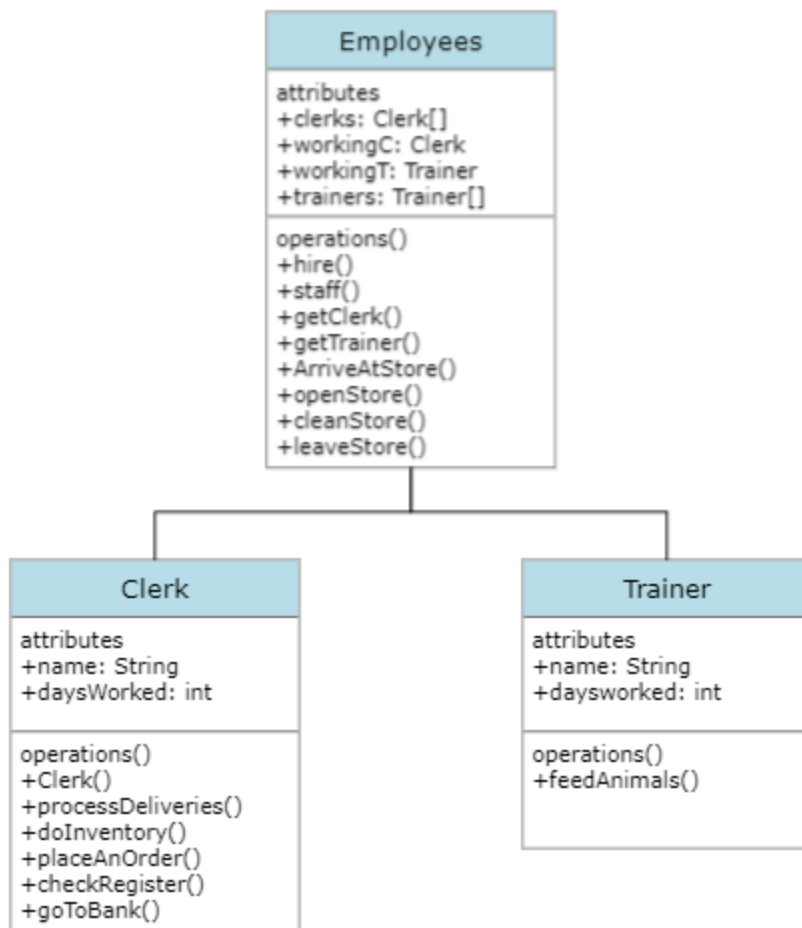Brady Murphy
Dylan Smith
Project 3 OOAD

1. UML Activity Diagram of Project 2 FNPS Simulation:

2. Class Diagram for Extended FNPS Simulation:

Employees

attributes
+clerks: Clerk[]
+workingC: Clerk
+workingT: Trainer
+trainers: Trainer[]

operations()
+hire()
+staff()
+getClerk()
+getTrainer()
+ArriveAtStore()
+openStore()
+cleanStore()
+leaveStore()

Clerk

attributes
+name: String
+daysWorked: int

operations()
+Clerk()
+processDeliveries()
+doInventory()
+placeAnOrder()
+checkRegister()
+goToBank()

Trainer

attributes
+name: String
+daysworked: int

operations()
+feedAnimals()

Inventory

attributes
+items: ArrayList<Item>
+orders: ArrayList<Orders>
+soldItems: ArrayList<Item>

operations()
+items()
+addValue()
+checkDogs()
+checkCats()
+checkBirds()
+checkBirdFood()
+checkCatFood()
+checkDogFood()
+checkDogToys()
+checkCatToys()
+checkBirdToys()
+checkLitter()
+checkDogLeash()
+checkCatLeash()
+summary()

Item

attributes
+name: String
+purchasePrice: float
+listPrice: float
+salePrice: float
+dayArrived: int
+daySold: int

Pet

attributes
+breed: String
+age: int
+health: boolean

Supplies

attributes
+type: String

Dog

attributes
+size: String
+color: String
+purebred: boolean
+housebroken: boolean

Cat

attributes
+color: String
+housebroken: boolean
+purebred: boolean

Bird

attributes
+size: String
+exotic: boolean
+mimicry: boolean
+papers: boolean

Food

attributes
+size: String
+animal: String
+type: String

Litter

attributes
+size: String

Toy

attributes
+animal: String

Leash

attributes
+animal: String

Ferret extends Pet

+color: String
+housebroken: boolean

Snake extends Pet

+size: String

Treats extends Supplies

+animal: String

**<<interface>>
Method**

+train()

Negative

+train()

Positive

+train()