Plan for Adding Update Functionality

- **Identify the target animal**
  When the **Update** button is clicked, determine which `.displayLine` was clicked using its index in the jQuery `.eq(index)` call.
- **Access the corresponding object in `animals[]`**
  Use the same index to retrieve and reference the correct object inside the `animals[]` array.
- **Create an editable form**
  Dynamically insert a form with **pre-filled input fields** containing the animal's current properties:
  - Name
  - Breed
  - Age
  - Feed times
  - Number of scoops
  - Food type
  - Warning message
- **Insert the form into the UI**
  Replace the `.displayLine` content temporarily with this form (using `.html()` on the container).
- **Add a Save button**
  Include a **Save** button as part of the update form that the user can click after editing values.
- **On Save click:**
  a. Retrieve new values from the form's input fields using jQuery `.val()`
  b. Update the corresponding object in `animals[]` with these new values
  c. Preserve the original image file by storing the old filename in `.img`
  d. Rebuild the `.displayLine` with updated values, restoring the original layout and buttons
  e. Re-attach **View**, **Update**, and **Remove** event handlers so that they continue to function
- **Result**
  The updated card reflects the new animal info, the image remains visible, and button interactivity is restored.