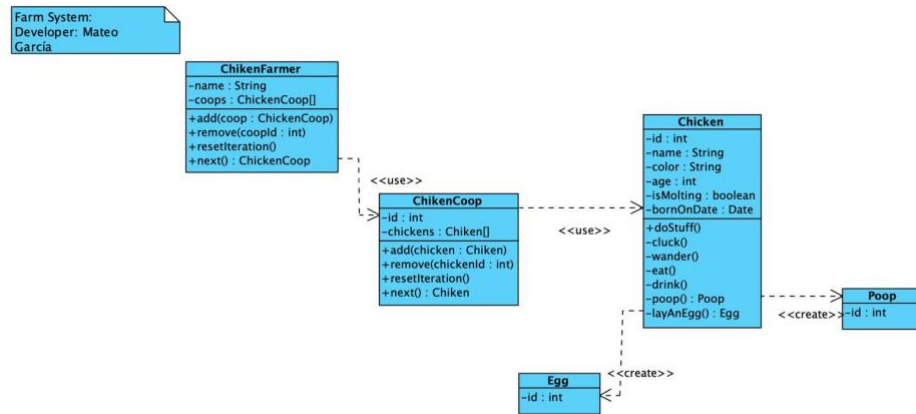


**Name:** Mateo Jarén García Galarza

**NRC:** 14575

**Activity:** ws03 – uml diagram





```
Code File Edit Selection View Go Run Terminal Window Help Thu Nov 16 10:21 PM
chickenFarmSimulator

ChickenFarmer.java 2 x
ChickenFarmer > ChickenFarmer > add(ChickenCoop)
1 public class ChickenFarmer {
2
3     private String name;
4     private ChickenCoop[] coops;
5
6     public void add(ChickenCoop coop) {
7
8     }
9
10    public void remove(int coopId) {
11    }
12
13    public void resetIteration() {
14    }
15
16    public ChickenCoop next() {
17        //should return a chicken coop
18        return null;
19    }
20 }

ChickenCoop.java 2 x
ChickenCoop > ChickenCoop > resetIteration()
1 public class ChickenCoop {
2
3     private int id;
4     private Chicken[] chickens;
5
6     public void add(Chicken chicken) {
7     }
8
9     public void remove(int chickenId) {
10    }
11
12    public void resetIteration() {
13
14    }
15
16    public Chicken next() {
17        // should return a chicken
18        return null;
19    }
20 }

Chicken.java 9+ x
Chicken.java > ...
1 import java.util.Date;
2
3 public class Chicken {
4
5     private int id;
6     private String name;
7     private String color;
8     private int age;
9     private boolean isMolting;
10    private Date bornOnDate;
11
12    public void doStuff(int fotTime){
13    }
14
15    private void cluck(){
16    }
17
18    private void wander(){
19    }
20
21    private void eat(){
22    }
23
24    private void drink(){
25    }
26
27    private Poop poop(){
28        //shoul return a poop
29        return null;
30    }
31
32    private Egg layAnEgg(){
33        //should return an egg
34        return null;
35    }
36 }

Egg.java x
Egg > Egg
1 public class Egg{
2     int id;
3 }

Poop.java x
Poop > Poop
1 public class Poop {
2     int id;
3 }
```