

```
cnicken -->
chickenlis clucking
chickenlis eating
chickenlis drinking
pooping -->Poop{id=1}
chickenlis wandering
|
```

The screenshot shows an IDE with the following components:

- Left Pane (Project Explorer):** Displays the project structure. The selected item is `Chicken.layAnEgg:68`. Other visible items include `Chicken.doStuff:38` and `ChickenFarmSystem.main:24`.
- Right Pane (Variables Tab):** Displays the state of the program. The table below shows the variables for the `this` object.

Name	
<code>this</code>	<code>Chicken</code>
<code>id</code>	<code>int</code>
<code>age</code>	<code>int</code>
<code>bornOnDate</code>	<code>Date</code>
<code>color</code>	<code>String</code>
<code>name</code>	<code>String</code>
<code>isMolting</code>	<code>boolean</code>
<code>egg</code>	<code>Egg</code>
<code>id</code>	<code>int</code>