



CLASS NAME : OBJECT ORIENTED PROGRAMMING

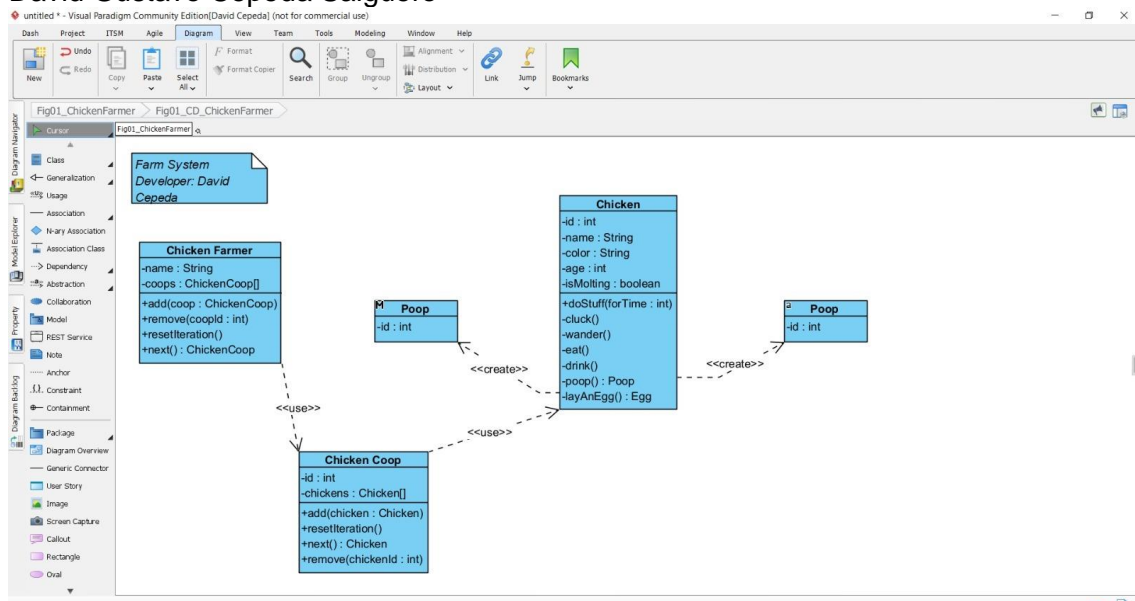
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WORKSHOP #:3

TOPIC:DIAGRAM OF CLASS

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C:\> Users > David > Downloads > TAREA > J Chicken.java

```
1 public class Chicken{
2     private int id;
3     private String name;
4     private int age;
5     private boolean isMolting;
6
7     public void doStuff(int forTime);
8     private void cluck();
9     private void wander();
10    private void eat();
11    private void drink();
12    private Poop poop()
13    private void Egg layAnEgg(){
14    }
15
16 }
```

C:\> Users > David > Downloads > TAREA > J ChickenCoop.java

```
1 public class ChickenCoop{
2     private int id;
3     private Chicken[] chickens;
4
5     public void add(Chicken chicken);
6     public void remove(int chickenId);
7     public void resetIteration();
8     public Chicken next();
9 }
```

C:\> Users > David > Downloads > TAREA > J ChickenFarmer.java > ChickenFarmer

```
1 public class ChickenFarmer{
2     private String name;
3     private ChickenCoop[] coops;
4
5     public void add(ChickenCoop coop);
6     public void remove(int coopId);
7     public void resetIteration();
8     public ChickenCoop nextIteration();
9     public ChickenCoop next();
10 }
```

C:\> Users > David > Downloads > TAREA > J Egg.java > Egg

```
1 public class Egg{
2     private int id;
3 }
```

C: > Users > David > Downloads > TAREA > J Poop.java > Poop

```
1 public class Poop{  
2     private int id;  
3 }
```