



# UNIVERSIDAD DE LAS FUERZAS ARMADAS ESPE



**CLASS NAME:** OBJECT ORIENTED  
PROGRAMMING

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NRC:14575

**Home Work #:**9

**TOPIC:** Data Persistence WithJson

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The image shows a screenshot of an IDE window titled "ChickenFarmSystem.java [-/A]". The code is in Java and defines a simulation of a chicken farm. It includes classes for Poop, Egg, and Chicken. The main logic involves creating a Poop object, an Egg object, and a Chicken object named "Lucy". It then prints out the details of these objects and the list of chickens. The code is as follows:

```
Poop poop = new Poop();
Egg egg = new Egg(id: 1);

System.out.println(x: "Hello Chickens from the Simulator");
System.out.println(x: "My name is --> Carlos Nato");
Chicken chicken2 = new Chicken(id: 1, name: "Lucy", color: "Red",
System.out.println("poop --> " + poop);
System.out.println("egg --> " + egg);
System.out.println(x: chicken2);

Scanner scanner = new Scanner(source: System.in);

Chicken[] arrayChicken=createChickes(scanner);

System.out.println(x: "The chickens is: ");
```

Below the code editor, there is a console window titled "it - ChickenFarm (run)". It shows the output of the program, including the prompt for the user's name and the details of the created objects.

```
run:
Hello Chickens from the Simulator
My name is --> Carlos Nato
poop --> ec.edu.espe.chickenfarm.model.Poop@10f87f48
egg --> Egg{id=1}
```