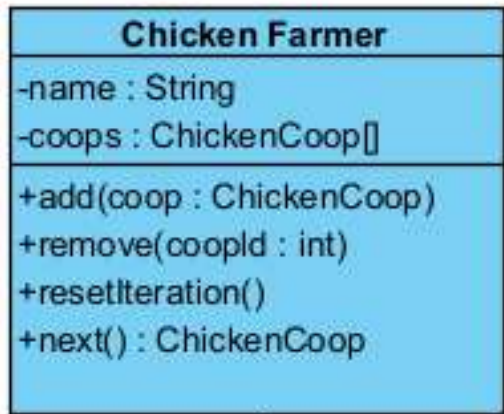
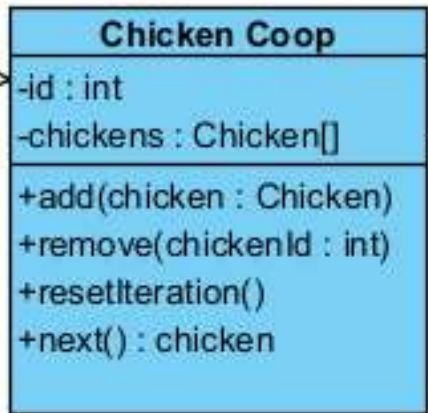


Farm System
Developer: Stefany Díaz



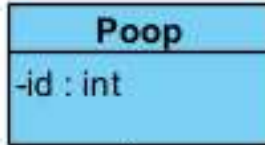
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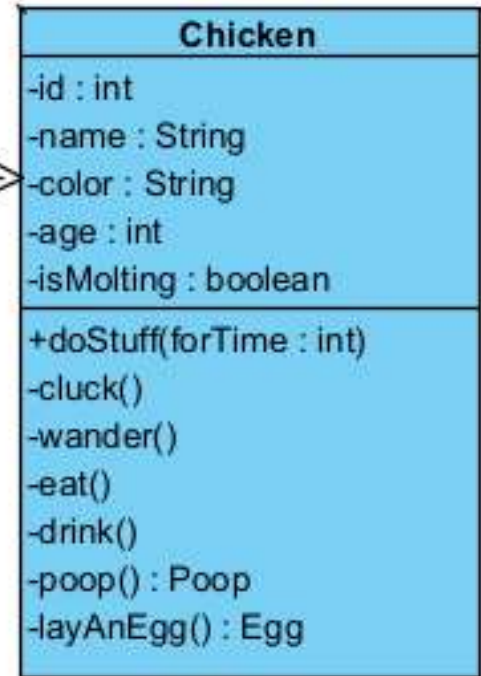
<<use>>



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ChickenFarmer.java



```
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 restIteration();  
8      public ChickenCoop next();  
9  }
```



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ChickenFarmer.java



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  }
```



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ChickenFarmer.java



ChickenCoop.java



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



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ChickenFarmer.java



ChickenCoop.java

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



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Egg.java



ChickenFarmer.java

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



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Poop.java



Egg.java



Ch

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