



Ayuda

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J

The screenshot shows the Eclipse IDE interface. The top menu bar includes File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, and Help. The title bar reads "ChickenFarm - Apache NetBeans IDE 10". The toolbar contains icons for file operations, running, and debugging. The "Project Explorer" on the left shows the project structure: ChickenFarm (src) contains packages ec.edu.espe.modelo and ec.edu.espe.test. The "Members" view shows the classes in the ec.edu.espe.modelo package: Chicken, ChickenCarp, ChickenFarm, Egg, Poop, and TestChicken. The "Source" editor displays the code for Chicken.java, which includes package declarations, imports, and the implementation of the Chicken class with methods like doStuff, clock, wander, eat, and drink.

```
package ec.edu.espe.modelo;

import java.util.Random;
import java.util.Date;

public class Chicken {
    private int id;
    private String name;
    private String color;
    private int age;
    private boolean isMolting;
    private int weight;

    public Chicken() {
        this.id = new Random().nextInt(1000);
        this.name = "Chicken " + this.id;
        this.color = "Brown";
        this.age = 1;
        this.isMolting = false;
        this.weight = 100;
    }

    public void doStuff(int forTime) {
        // TODO: Implement doStuff method
    }

    private void clock() {}

    private void wander() {}

    private void eat() {}

    private void drink() {}

    private Poop poop() {}

    private Egg layAnEgg() {}

    private class Poop {
        private int id;
        private String name;
        private int age;
        private boolean isMolting;
        private int weight;
    }

    private class Egg {
        private int id;
        private String name;
        private int age;
        private boolean isMolting;
        private int weight;
    }
}
```

This screenshot shows the continuation of the Chicken.java source code from the previous image. It includes the implementation of the doStuff method, which calls various actions based on a random number. The code also defines the Poop and Egg classes as private inner classes.

```
public void doStuff(int forTime) {
    Random rand = new Random();
    int action = rand.nextInt(10);

    switch (action) {
        case 0: clock(); break;
        case 1: wander(); break;
        case 2: eat(); break;
        case 3: drink(); break;
        case 4: poop(); break;
        case 5: layAnEgg(); break;
    }
}

private class Poop {
    private int id;
    private String name;
    private int age;
    private boolean isMolting;
    private int weight;
}

private class Egg {
    private int id;
    private String name;
    private int age;
    private boolean isMolting;
    private int weight;
}
```

