

- EDUARDO DAVID GARCIA ROMERO

The screenshot displays an IDE interface for a Java project named 'ChickenFarm'. The left sidebar shows the project structure with source packages and test packages. The bottom-left pane shows the 'Members' list for the 'Chicken' class. The main editor pane shows the source code for the 'Chicken' class, which includes private attributes, a constructor, and several methods like 'doStuff', 'cluck', 'wander', 'eat', 'drink', and 'poop'.

Project Structure (Left Sidebar):

- ChickenFarm [00000000...]
- Source Packages
 - chickenfarm
 - ec.edu.espe.controller
 - ec.edu.espe.model
 - Chicken.java [-/A]
 - ChickenCoop.java [-/A]
 - ChickenFarmer.java [-/A]
 - Egg.java [-/A]
 - Poop.java [-/A]
 - ec.edu.espe.view
- Test Packages
- Libraries
- Test Libraries

Members List (Bottom Left):

- Chicken
 - Chicken(int id, String name, String color, int age, boolean isMolting)
 - cluck()
 - doStuff(int forTime)
 - drink()
 - eat()
 - poop() : Poop
 - wander()
 - age: int
 - color: String
 - id: int
 - isMolting: boolean
 - name: String
 - egg
 - Egg()
 - poop
 - Poop()

Source Code (Main Editor):

```
1  * Click nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to change  
2  * Click nbfs://nbhost/SystemFileSystem/Templates/Classes/Class.java to edit this template  
3  */  
4  
5  package ec.edu.espe.model;  
6  
7  /**  
8   *  
9   * @author eduarq/honey hedgers/DCCO-ESPE  
10  */  
11 public class Chicken {  
12     private int id;  
13     private String name;  
14     private String color;  
15     private int age;  
16     private boolean isMolting;  
17  
18     public Chicken(int id, String name, String color, int age, boolean isMolting) {  
19         this.id = id;  
20         this.name = name;  
21         this.color = color;  
22         this.age = age;  
23         this.isMolting = isMolting;  
24     }  
25  
26  
27     public void doStuff(int forTime) {  
28     }  
29     private void cluck() {  
30     }  
31     private void wander() {  
32     }  
33     private void eat() {  
34     }  
35     private void drink() {  
36     }  
37     private Poop poop() {  
38         //Should return a poop  
39         return new Poop();  
40     }  
41  
42     private class Poop {  
43         //Implement details of poop class  
44     }  
45  
46     private class Egg {  
47         //Implement details of egg class  
48     }  
49  
50  
51 }
```