INHERITANCE

Zoo Model

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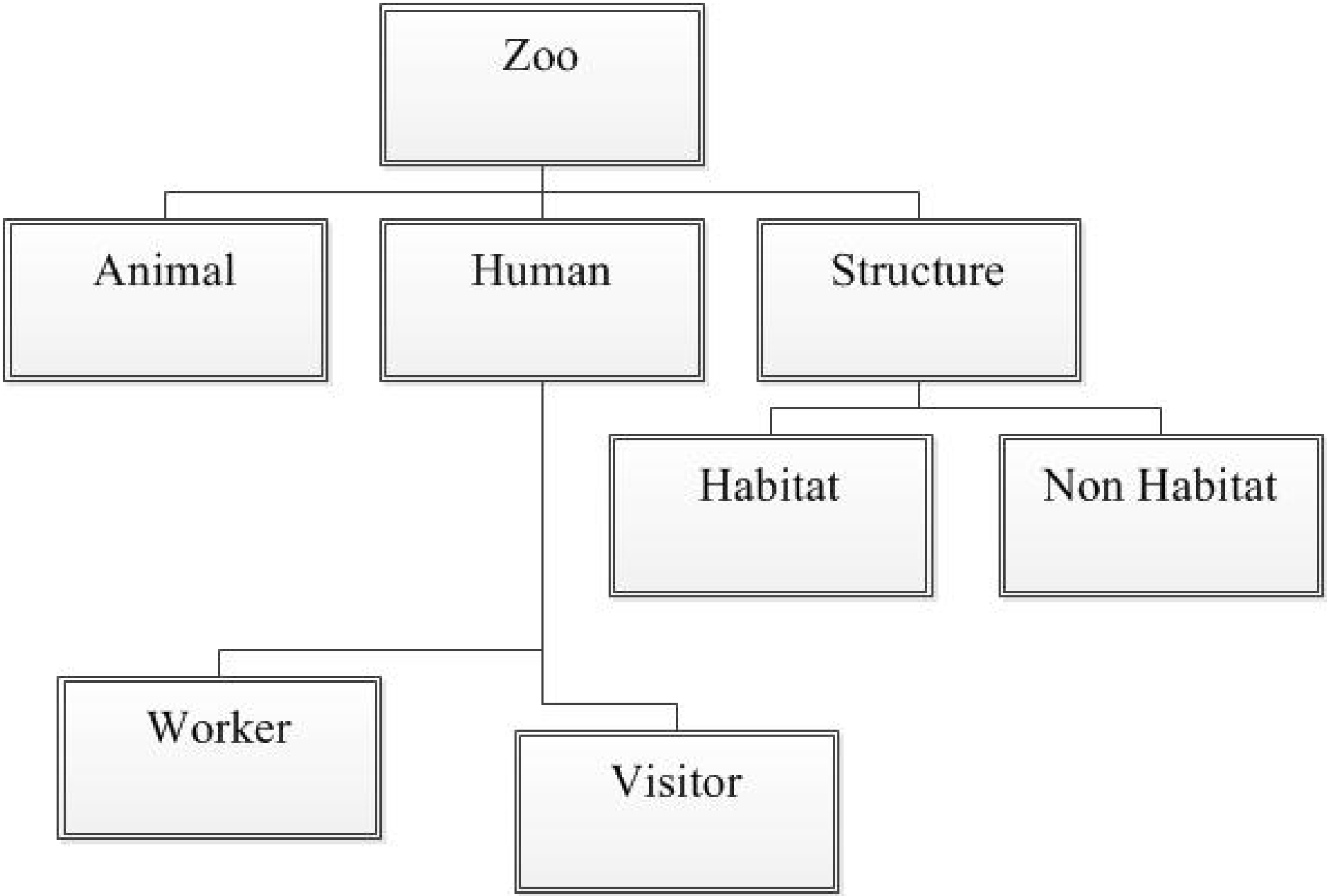
The main components of a zoo are the animals, humans and building structures.
Considering the attributes of a zoo, we chose the classes; humans, animals, and structures to inherit directly from the zoo class because, these are the basic groups of entities found in a zoo.


Zoo
Animal
Human
Structure
Habitat
Non Habitat
Worker
Visitor

Name: Location:
Working hours:
Present Population:
List of Structures:
Dictionary of Animals:animal name: quantity
Animal Capacity:
Human Capacity:

Methods: getPresentPopulation:
getListofStructures:
getListofAnimals:
getHumanCapacity:
updatePopulation:
updateAnimalList:

Class Animal: This is a class of animals found in a zoo at a particular point in time.
Attributes:
Name
PetName
Age
BirthPlace
IDTag

Methods():
getName()
getPetName
getAge
getBirthPlace
getID
transferAnimal
acquireAnimal

Class Humans

This class describes the people who are found in a zoo at any point in time.

Attributes:

Name:

Gender:

Age:

Nationality:

Methods

getName

getAge

getGender

getNationality

Class Workers
Attributes:
SSN
Shift
Salary
JobType
Methods
getSSN
printWorkerDetails

Class Structures
This is a class the describes the various structures found in a zoo: buildings and animal habitats
Attributes:
Location
Type
Methods
getStructDetails