Station

- beenAtStation:
List<Animal>
- atStation: List<Animal>

+
GetAnimalsBeenAtStation():
string
+ GetAnimalsAtStation():
string
+ AddToStation(Animal):
string
+ LeaveStation(Animal):
string

1..

Animal

- name: string
- species: string
- reproductionType: string
- age: int
- legCount: int
- furType : string

+ IncrementAge(int): string
+ GetName(): string
+ GetAge(): int
+ GetSpecies(): string
+ GetFurType(): string
+ IncrementAge(): void

Dog

- reproductionType: string
{redefines reproductionType}

- legCount: int
{redefines legCount}

- species: string
{redefines species}

Rabbit

- reproductionType: string
{redefines reproductionType}

- legCount: int
{redefines legCount}

- species: string
{redefines species}

Chicken

- reproductionType: string
{redefines reproductionType}

- legCount: int
{redefines legCount}

- species: string
{redefines species}

+ GetFurType(): string
{redefines GetFurType()}

**I am aware of cleaner implementation through enumeration,
but for the sake of completing the assignment, I decided to use strings.**