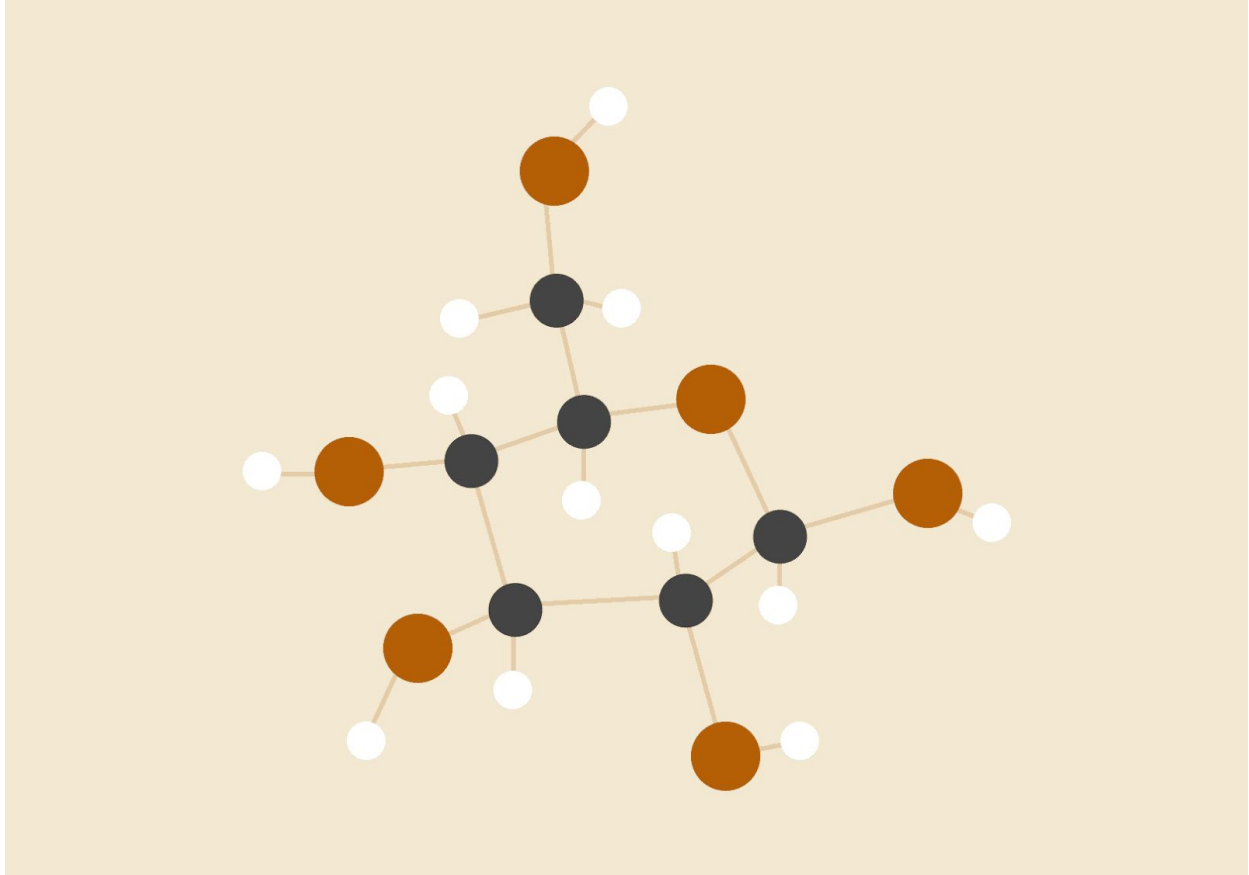


DESIGN DOCUMENT

- *Object Oriented Development 1*



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Table of content

Table of content	1
CLASS DIAGRAM	2
SEQUENCE DIAGRAM	3

CLASS DIAGRAM

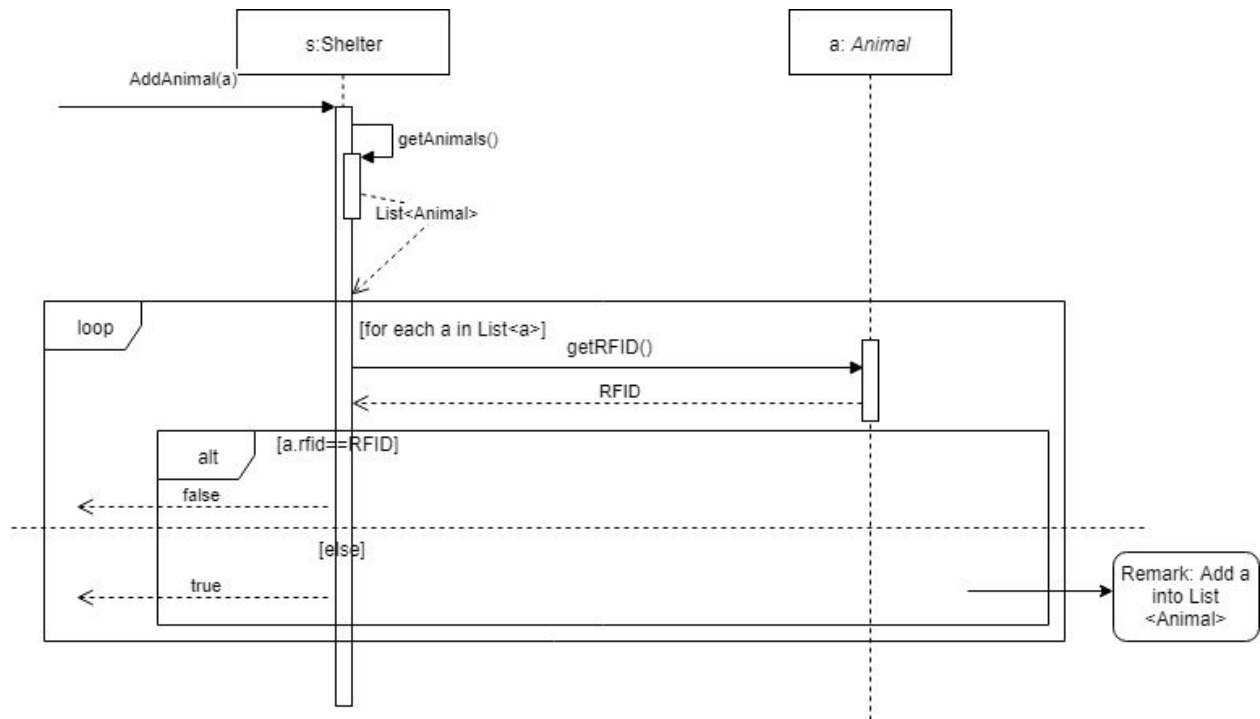


Note
Private variables and their read and write methods can be implemented as properties in C#

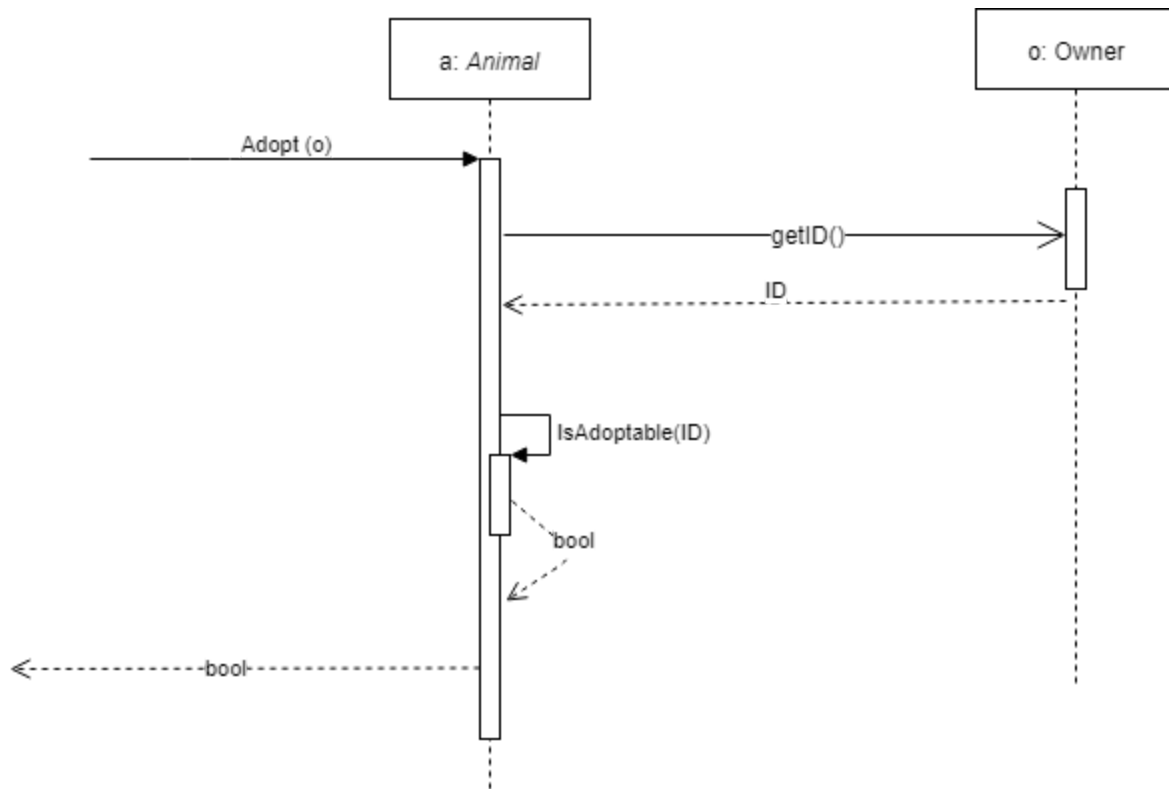
[Full image](#)

SEQUENCE DIAGRAM

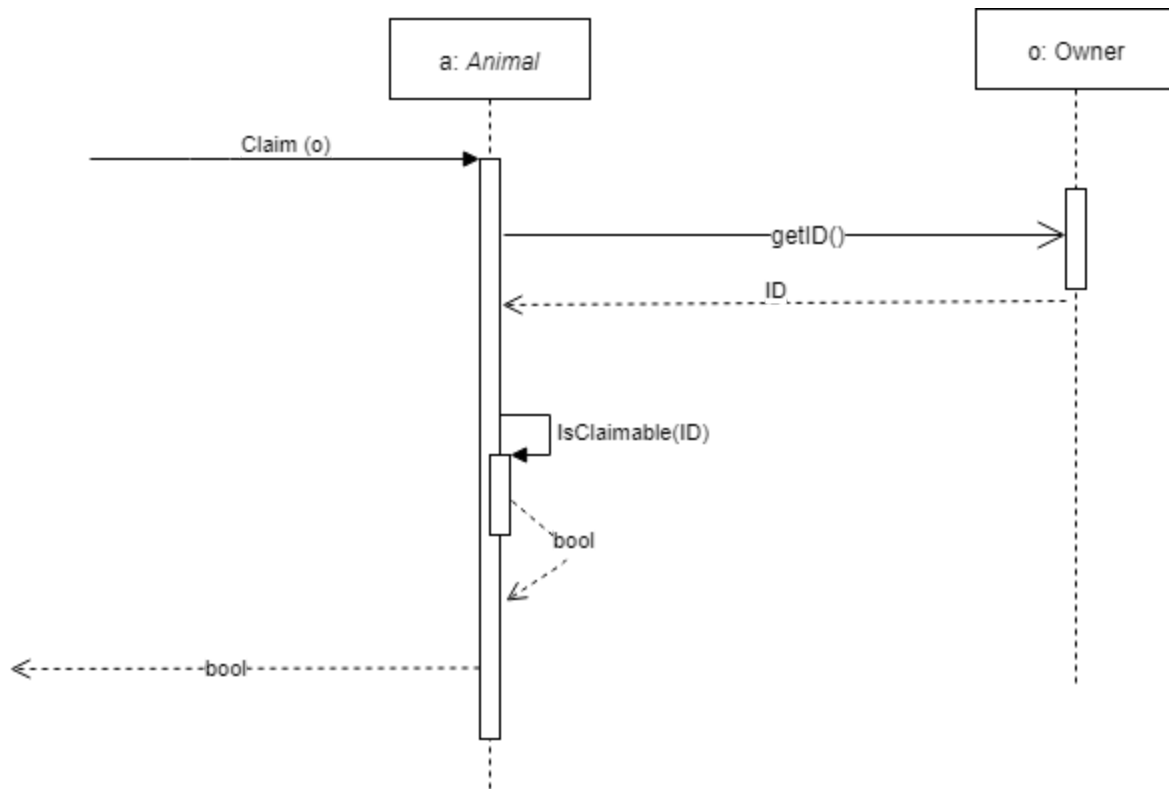
1. Add an animal



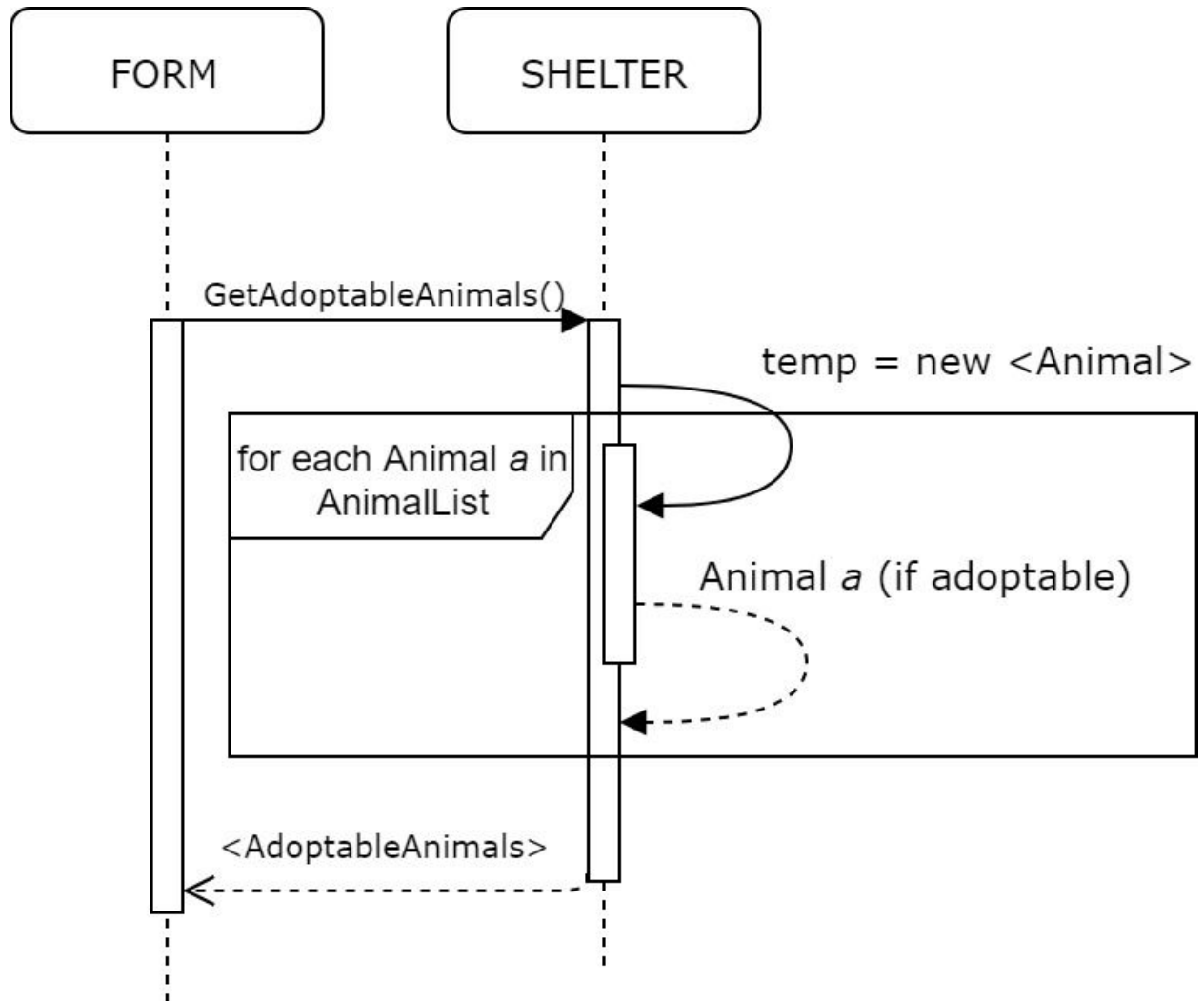
2. Claim an animal



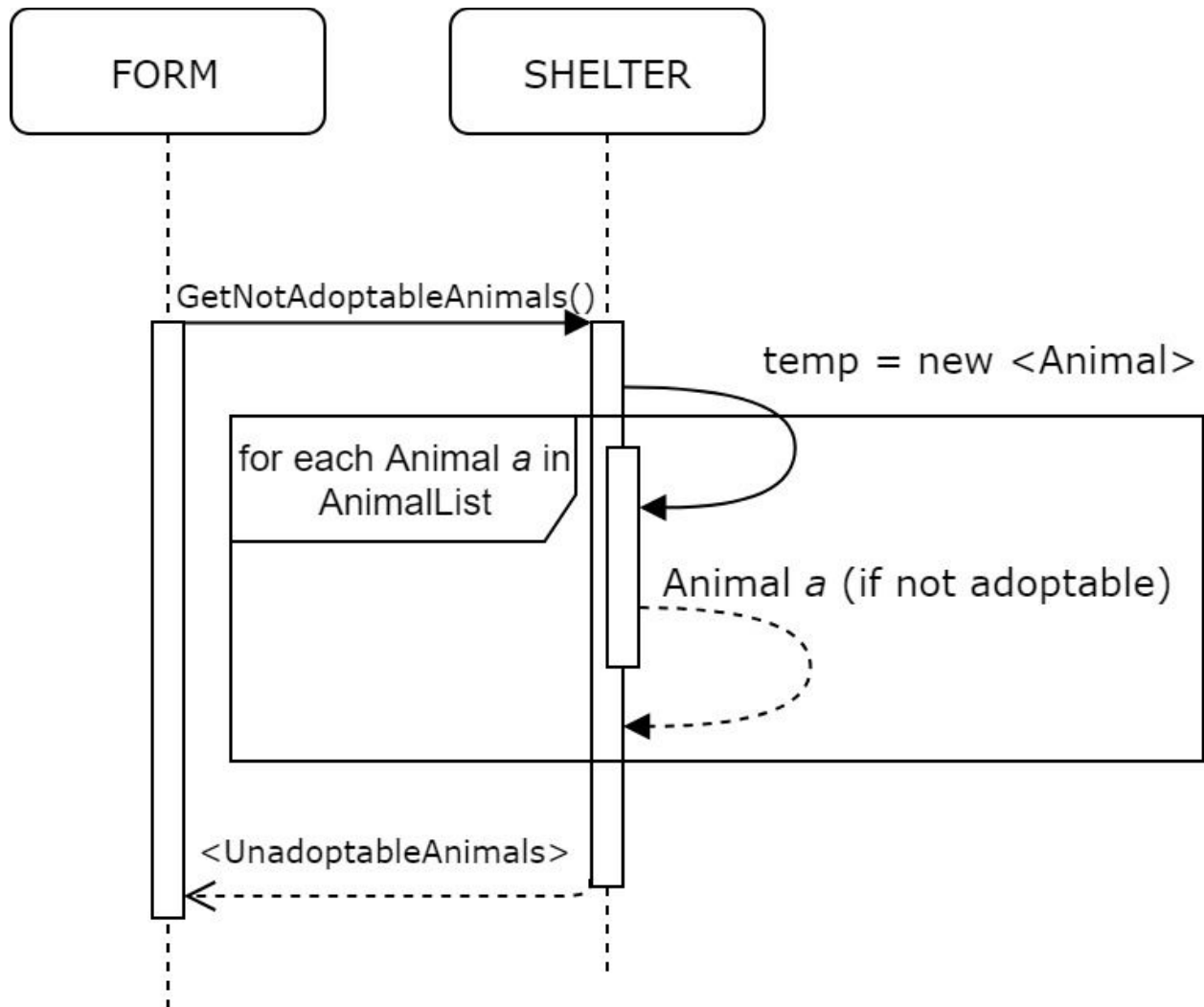
3. Adopt an animal



4. Get a list of animal based on filter (adoptable)

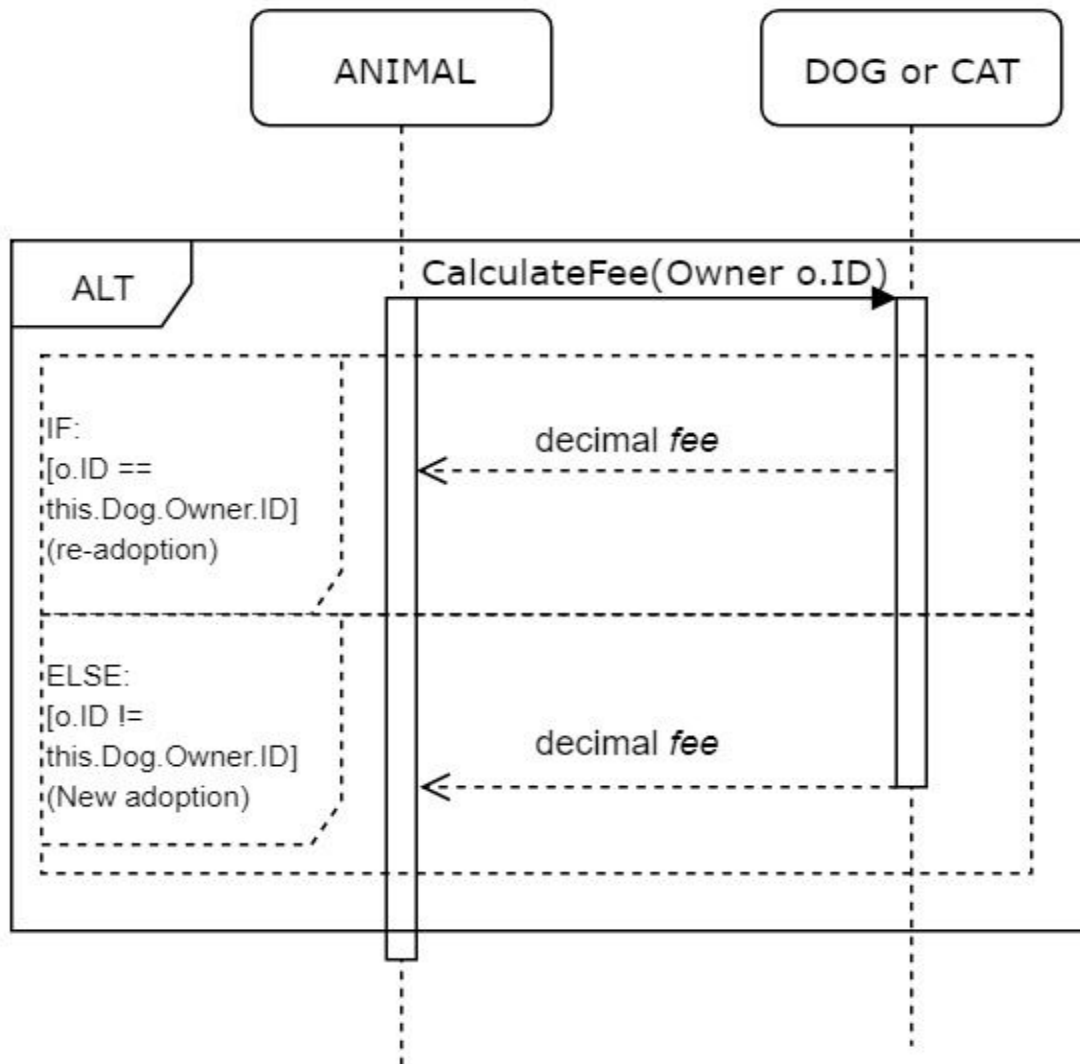


5. Get a list of animal based on filter (NotYetAdoptable)



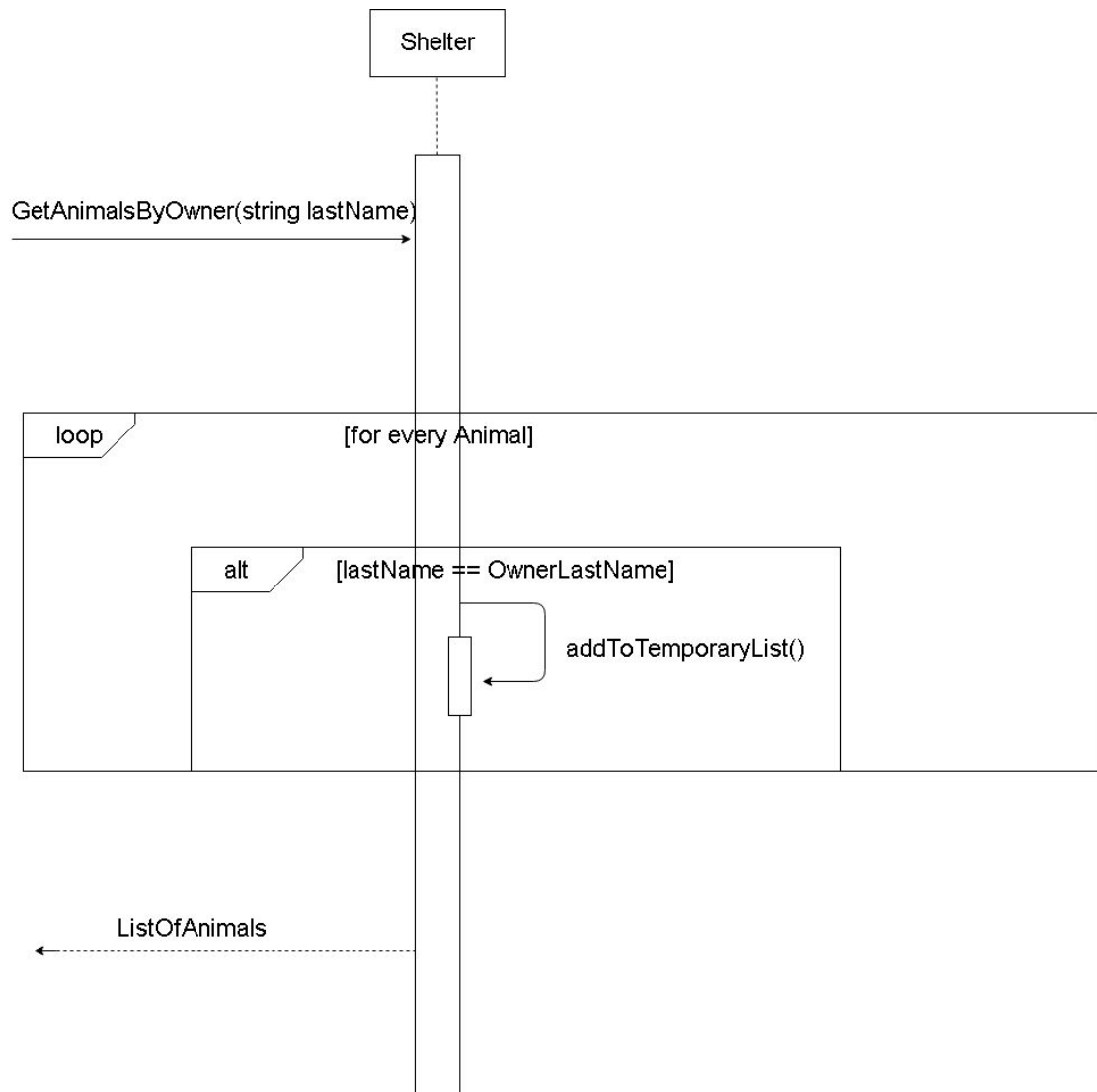
6. Calculate the fee

CalculateFee() can only be called from certain methods of the ANIMAL class, namely Adopt(Owner o, ref decimal fee) and Claim((Owner o, ref decimal fee)

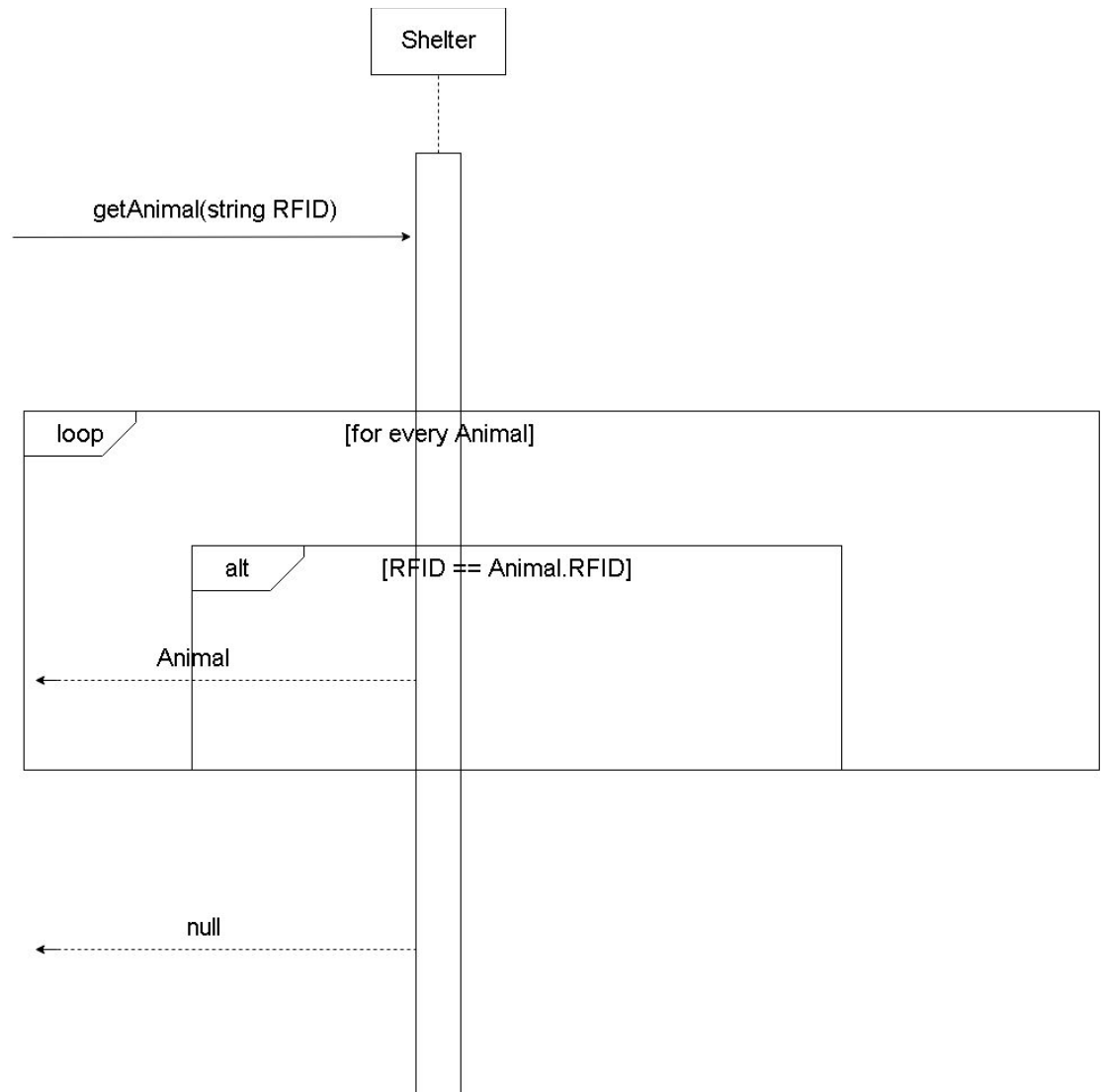


The method returns a different fee with respect on whether the animal is a cat or dog, and whether the adoption is new or a re adoption, but it's otherwise implemented identically. Here we use Dog as an example.

7. Get a list of animal based on owner 's last name



8. Get an animal based on RFID



9. Get an owner based on an email

