

Hotel Manager

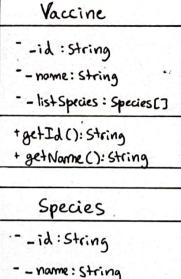
```
+ save () : void
  + save As (filename: String): void
  + load (filename: string): void
  + immpost File (filename: string): void
  + register Animal (id: String, name: String, id Species: String, id Habitat: String): void
  + get All Animals (): Animal []
  + get Number Animals Of Species (id species: string): int
  + get Animal Salisfaction (id: String): int
  + transfer Animal (id: String, id Habitat: String): void
 + register Employer (id: string, name; String, type: String): void
  + get All Employees (): Employee [7
 + get Employees With Rensponsability (id Rensponsability: string): Employee []
 + add Rensponsability (id: String, id Rensponsability: string): void
 + remove Pensponsability (id: String, id Rensponsability: string): void
 + get Employee Salisfaction (id: String): int
+ register Habitat (id: String, name: String, area: int): void
t get All Habitats (): Habitat []
+ change Habitat Area (id: string, new Area: int): void
t change Habitat Influence (id: String, id Species: String, influence Habitat: String): void
+addTree TOHabitat (id Habitat: string, idTree: string, nameTree: string, ageTree:int, difficultyTree:int, typeTree: string): void
+ register Vaccine (id: string, nome: String, listspecies: List): void
+ get All Vaccines (): Vaccine ()
t get All Vaccinations (): Vaccine (]
+ vaccinate Animal (id: String, id Employee: String, id Animal: String): void
+get All Animals In Habitat (id Habitat: String): Animal []
+ getAll Species In Habitat (id Habitat: String) : Species[]
+ get All Medical Acts On Animal (id Animal: String): Vaccine[]
+ get All Medical Acts by Veterinarian Cid Employee: String) : Vaccine []
+ get All Wrong Vaccinations (): Vaccine []
```

Hotel

```
t import File (filename: String): void
  + advance season (): int
  + change season Effort (): void
  + calculate Global Satisfaction (): int
  + register Animal (id: String, name: String, id species; string, id Habitat: string): void
  + register Employee (id: String, name: String, type: String): void
 + register Habitat (id: String, name: String, area: int): void
 + register vaccine (id: String, name: String, list species: List): void
 + get All Animals (): Animal []
 + get Animal Saksfaction ( Wid: String): wint
 + transfer Animal (id: String, id Habital: String): void
 + get All Employees (): Employee []
 + add Rensponsability (id: String, id Responsability: string): void
+ remove Plensponsability (id: string, id Plensponsality: string): void
+ get Employee satisfaction (id: string): int
+ get All Habitats (): Habitat []
 + change Habitat Area (id: String, new Area: int): void
 t change Habitat Influence (id: String, idspecies: String, influence Habitat: String): void
+ add Tree To Habitat Cid Habitat: string, id Tree: string, normeTree: string, age Tree: int, difficulty Tree: (nt, type Tree: String): void
+ get All Trees In Habitat (id Habitat : String): Tree C]
+ get All Vaccines (): Vaccine ()
+ get All Vaccinations (): Vaccine()
traccinate Animal (id: string, id Employee: string, id Animal: String): void
+ get All Animals In Habitat (id Habitat: String): Animal []
tgetAll Species In Habitat (id Habitat: String): Species []
+getAll Medical Acts On Animal (id Animal: String): Vaccine (]
t get All Medical Acts By Veterinarion (id Employee: String): Vaccine []
+ get All Wrong Vaccinations (): Vaccine (]
```

Tree - - Id : String - - name: String -- age: int -- type: String -- difficulty: int -- season Effort: int +getId(): String +getName(): String +get Age () cint + getType (): String + get Difficulty (): int tgetseason Effort (): int

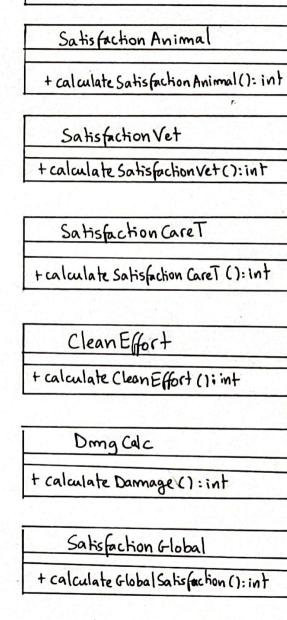
Habitat -id: String -- name: String -- area: int tget Id (): String + get Name(): String +getArea(): int + getPopulation (): int + get Sum Difficulties () = int



- - name: String -- list Animals: Animal [] + getId(): String + get Name (): String

Anima - - id : String -- varing : string -- infospecies: String - - info Health: String + get Id (): String + get Name (): String + get InfoSpecies (7: String +get Info Health (1: String

ccabstract>> Employee	
-id:String	
-name:String	
-type: String	
getIde(): String	
get Name (): String	
getType (): String	
Caretaker	
– list Plessponsabilities : H	labitat []
Vet	
-list Reosponsabilities:	Species []
ĵ.	
Season	
season: int	
+ advance Season(): int	
+ change season Effort (bisveid



ccinterface >>

Calculators

+ calculate (): int



