

Hotel Manager

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+ save(): void
+ saveAs (filename: String): void
+ load (filename: String): void
+ importFile (filename: String): void
+ registerAnimal (id: String, name: String, idSpecies: String, idHabitat: String): void
+ getAllAnimals(): Animal[]
+ getNumberAnimalsOfSpecies (idSpecies: String): int
+ getAnimalSatisfaction (id: String): int
+ transferAnimal (id: String, idHabitat: String): void
+ registerEmployee (id: String, name: String, type: String): void
+ getAllEmployees(): Employee[]
+ getEmployeesWithResponsability (idResponsability: String): Employee[]
+ addResponsability (id: String, idResponsability: String): void
+ removeResponsability (id: String, idResponsability: String): void
+ getEmployeeSatisfaction (id: String): int
+ registerHabitat (id: String, name: String, area: int): void
+ getAllHabitats(): Habitat[]
+ changeHabitatArea (id: String, newArea: int): void
+ changeHabitatInfluence (id: String, idSpecies: String, influenceHabitat: String): void
+ addTreeToHabitat (idHabitat: String, idTree: String, nameTree: String, ageTree: int, difficultyTree: int, typeTree: String): void
+ getAllTreesInHabitat (idHabitat: String): Tree[]
+ registerVaccine (id: String, name: String, listSpecies: List): void
+ getAllVaccines(): Vaccine[]
+ getAllVaccinations(): Vaccine[]
+ vaccinateAnimal (id: String, idEmployee: String, idAnimal: String): void
+ getAllAnimalsInHabitat (idHabitat: String): Animal[]
+ getAllSpeciesInHabitat (idHabitat: String): Species[]
+ getAllMedicalActsOnAnimal (idAnimal: String): Vaccine[]
+ getAllMedicalActsByVeterinarian (idEmployee: String): Vaccine[]
+ getAllWrongVaccinations(): Vaccine[]
```

Hotel

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+ import File (filename:String):void
+ advanceSeason():int
+ changeSeasonEffort():void
+ calculateGlobalSatisfaction():int
+ registerAnimal(id:String, name:String, idSpecies:String, idHabitat:String):void
+ registerEmployee(id:String, name:String, type:String):void
+ registerHabitat(id:String, name:String, area:int):void
+ registerVaccine(id:String, name:String, listSpecies:List):void
+ getAllAnimals():Animal[]
+ getAnimalSatisfaction(id:String):int
+ transferAnimal(id:String, idHabitat:String):void
+ getAllEmployees():Employee[]
+ addResponsability(id:String, idResponsability:String):void
+ removeResponsability(id:String, idResponsability:String):void
+ getEmployeeSatisfaction(id:String):int
+ getAllHabitats():Habitat[]
+ changeHabitatArea(id:String, newArea:int):void
+ changeHabitatInfluence(id:String, idSpecies:String, influenceHabitat:String):void
+ addTreeToHabitat(idHabitat:String, idTree:String, nameTree:String, ageTree:int, difficultyTree:int, typeTree:String):void
+ getAllTreesInHabitat(idHabitat:String):Tree[]
+ getAllVaccines():Vaccine[]
+ getAllVaccinations():Vaccine[]
+ vaccinateAnimal(id:String, idEmployee:String, idAnimal:String):void
+ getAllAnimalsInHabitat(idHabitat:String):Animal[]
+ getAllSpeciesInHabitat(idHabitat:String):Species[]
+ getAllMedicalActsOnAnimal(idAnimal:String):Vaccine[]
+ getAllMedicalActsByVeterinarian(idEmployee:String):Vaccine[]
+ getAllWrongVaccinations():Vaccine[]
```


Tree
<ul style="list-style-type: none"> - id: String - name: String - age: int - type: String - difficulty: int - seasonEffort: int
<ul style="list-style-type: none"> + getId(): String + getName(): String + getAge(): int + getType(): String + getDifficulty(): int + getSeasonEffort(): int

Habitat
<ul style="list-style-type: none"> - id: String - name: String - area: int
<ul style="list-style-type: none"> + getId(): String + getName(): String + getArea(): int + getPopulation(): int + getSumDifficulties(): int

Vaccine
<ul style="list-style-type: none"> - id: String - name: String - listSpecies: Species[]
<ul style="list-style-type: none"> + getId(): String + getName(): String

Species
<ul style="list-style-type: none"> - id: String - name: String - listAnimals: Animal[]
<ul style="list-style-type: none"> + getId(): String + getName(): String

Animal
<ul style="list-style-type: none"> - id: String - name ^{name}: String - infoSpecies: String - infoHealth: String
<ul style="list-style-type: none"> + getId(): String + getName(): String + getInfoSpecies(): String + getInfoHealth(): String

<<abstract>> Employee
<ul style="list-style-type: none"> - id: String - name: String - type: String
<ul style="list-style-type: none"> + getId(): String + getName(): String + getType(): String

Caretaker
<ul style="list-style-type: none"> - listResponsibilities: Habitat[]

Vet
<ul style="list-style-type: none"> - listResponsibilities: Species[]

Season
<ul style="list-style-type: none"> - season: int
<ul style="list-style-type: none"> + advanceSeason(): int + changeSeasonEffort(): void

<<interface>> Calculators
<ul style="list-style-type: none"> + calculate(): int

Satisfaction Animal
<ul style="list-style-type: none"> + calculateSatisfactionAnimal(): int

Satisfaction Vet
<ul style="list-style-type: none"> + calculateSatisfactionVet(): int

Satisfaction CareT
<ul style="list-style-type: none"> + calculateSatisfactionCareT(): int

Clean Effort
<ul style="list-style-type: none"> + calculateCleanEffort(): int

Dmg Calc
<ul style="list-style-type: none"> + calculateDamage(): int

Satisfaction Global
<ul style="list-style-type: none"> + calculateGlobalSatisfaction(): int

