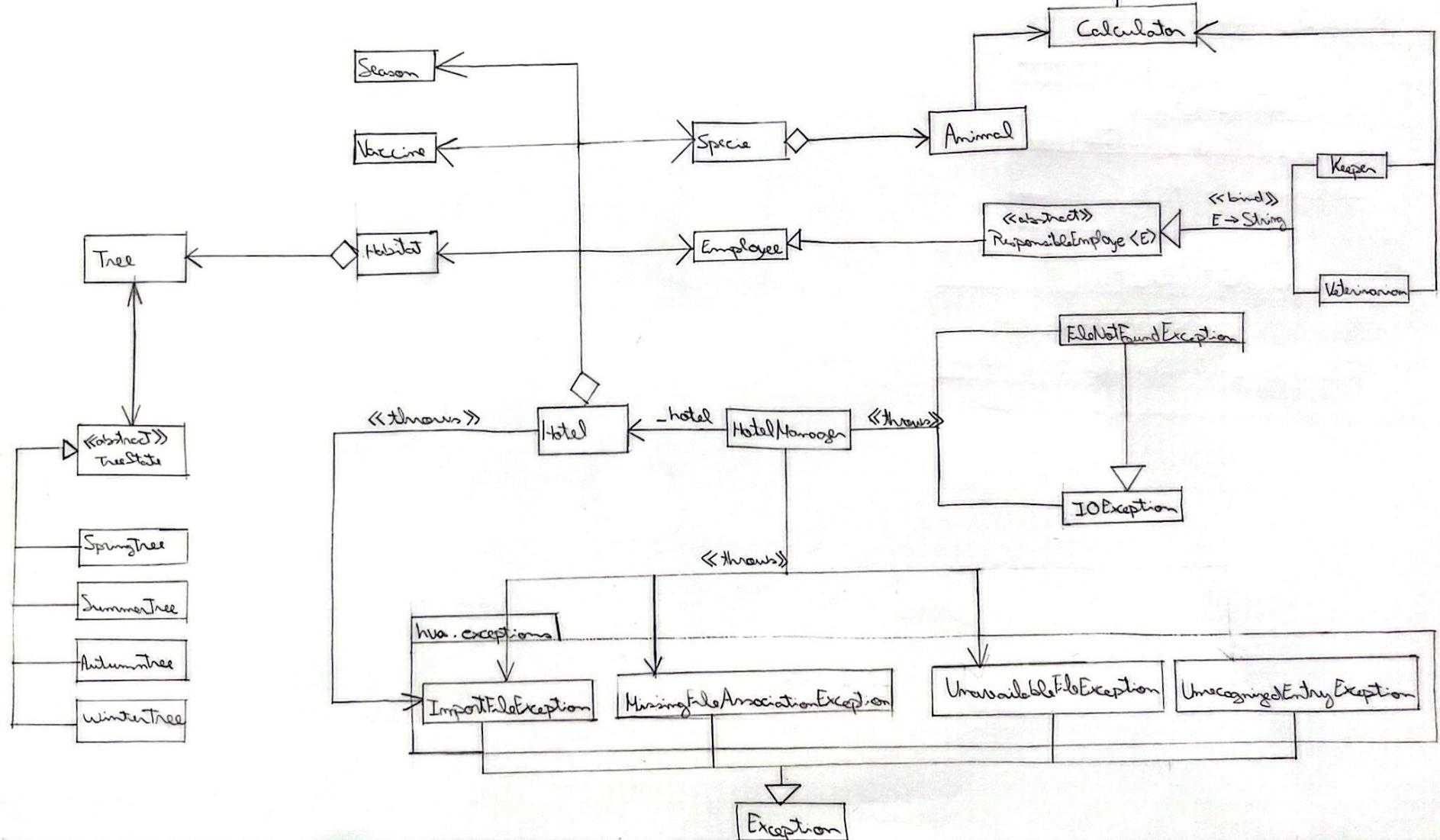
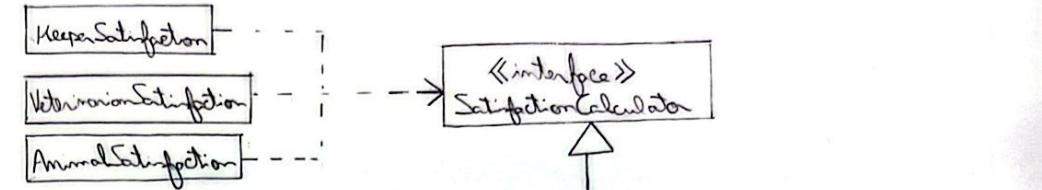


Declaro por minha honra que este diagrama foi realizado apenas pelos elementos que constituem o grupo de projeto.

Egonaldo Melo

Declaro por minha honra que este diagrama foi redigido apenas pelo elementos que constituem o grupo de projeto. Gonçalo Magalhães



Package : hwi.exceptions

ImportFileNotFoundException

- « final » serialVersionUID: long
- « final » ERROR_MESSAGE : String

MissingFileAssociationException

- « final » serialVersionUID: long

UnavailableFileNotFoundException

- « final » serialVersionUID: long
- filename : String

UnrecognizedEntryException

- « final » serialVersionUID: long
- « final » - entrySpecification: String

Hotel

```

# - species : ArrayList<Species>
# - habitats : ArrayList<Habitat>
# - employees : ArrayList<Employee>
# - vaccines : ArrayList<Vaccine>
# - season : Season

+ newSpecies(key: String, name: String) : void
+ newHabitat(key: String, name: String, area: int) : void
+ newEmployee(key: String, name: String)
+ newVaccine(key: String, name: String, species: String) : void
+ removeSpecies(specie: Species) : void
+ removeHabitat(habitat: Habitat) : void
+ removeEmployee(employee: Employee) : void
+ removeVaccine(vaccine: Vaccine) : void
+ findSpecies(key: String) : Species
+ findHabitat(key: String) : Habitat
+ findEmployee(key: String) : Employee
+ findVaccine(key: String) : Vaccine
~ importFile(filename: String) : void

```

HotelManager

```

- - hotel : Hotel
+ save() : void
+ saveAs(filename: String) : void
+ load(filename: String) : void
+ importFile(filename: String) : void

```

| Species |
|--|
| - _key : String |
| - _name : String |
| - _log : HashMap<int, Animal> |
| + hash (animalKey : String) : int |
| + insert (animal : Animal) : void |
| + remove (animal : Animal) : void |
| + findAnimal (animalKey : String) : Animal |
| |
| «Abstract» Employee |
| - _key : String |
| - _name : String |
| + «Abstract» work() : int |

| Animal |
|---|
| - _key : String |
| - _name : String |
| - _speciesKey : String |
| - _healthState : String |
| - _habitat : Habitat |
| - _calculator : Calculator |
| + equals () : int |
| + differs () : int |
| + adequation () : int |
| + updateHealthState (state : String) : void |

| Tree |
|---------------------------------------|
| - _key : String |
| - _name : String |
| - _age : int |
| - _type : String |
| - _cleaningDifficulty : int |
| - _creationSeason : int |
| - _state : TreeState |
| + cleaningEffect () : int |
| + changeState () : void |
| # setState (state : TreeState) : void |

| «Abstract» TreeState |
|---|
| # - tree : Tree |
| - «Abstract» _deciduous : int |
| - «Abstract» _evergreen : int |
| + «Abstract» setState () : void |
| + «Abstract» seasonEffect (treeType : String) : int |
| |
| Season |
| - _currentSeason : int |
| + advanceSeason () : void |

| Calculator |
|---|
| - _satisfactionCalculator : SatisfactionCalculator |
| + calculateSatisfaction (o : Object, nc : SatisfactionCalculator) : int |

| Habitat |
|--|
| - _key : String |
| - _name : String |
| - _area : int |
| - _treeCount : int |
| - _animalCount : int |
| - _specieCount : HashMap<int, int> |
| - _adaptation : HashMap<int, String> |
| - _treeLog : HashMap<int, Tree> |
| + hash (key : String) : int |
| + insertAdequation (species : Specie) : void |
| + insertSpecieCount (animal : Animal) : void |
| + insertTree (tree : Tree) : void |
| + findAdequation (animal : Animal) : String |
| + findSpecieCount (animal : Animal) : int |
| + findTree (treeKey : String) : Tree |
| + removeTree (tree : Tree) : void |
| + changeAdequation (species : Specie) : void |
| + updateSpecieCount (animal : Animal) : void |
| + updateTreeCount () : void |
| + updateAnimalCount () : void |

| Vaccine |
|---|
| - _key : String |
| - _name : String |
| - _species : String [] |
| - _log : ArrayList<String> |
| + damage (animal : Animal) : void |
| + nameSize (name1 : String, name2 : String) : int |
| + commonCharacters (name1 : String, name2 : String) : int |
| + findSpecies (animal : Animal) : boolean |

| SpringTree |
|--|
| + setState () : void |
| + seasonEffect (treeType : String) : int |

| SummerTree |
|--|
| + setState () : void |
| + seasonEffect (treeType : String) : int |

| AutumnTree |
|--|
| + setState () : void |
| + seasonEffect (treeType : String) : int |

| WinterTree |
|--|
| + setState () : void |
| + seasonEffect (treeType : String) : int |

| Veterinarian |
|--|
| - _calculator : Calculator |
| + newResponsability (species : Specie) : void |
| + removeResponsability (species : Specie) : void |
| + work () : int |

| Keeper |
|---|
| - _calculator : Calculator |
| + newResponsability (habitat : Habitat) : void |
| + removeResponsability (habitat : Habitat) : void |
| + work () : int |
| + workInHabitat () : int |

| VeterinarianSatisfaction |
|-----------------------------------|
| + satisfaction (o : Object) : int |

| KeeperSatisfaction |
|-----------------------------------|
| + satisfaction (o : Object) : int |