**Control** *(italic)*

+ launch()
- initShelter()
- initAnimals()
- initClients()

**View**

+ showMenu(out choice:int)
+ printStr(in str:string)
+ readInt(out num:int)
+ readStr(out str:string)

**Shelter**

- name: string
- numAnimals: int
- numClients: int

+ add(in a:Animal *):bool
+ add(in c:Client *):bool
+ printAnimals()
+ printClients()
+ computeMatches(in mS:MatchListByScore& ,
        in mC:MatchListByClient&)
- calculateScore(in c:Client* , in a:Animal*):float

**Criteria**

- name : string
- value : string
- weight : int

+ print()

**Match**

- score : float

+ print()

m1 m2

CriteriaCollection

**Animal**

- nextID : static int
- name : string
- breed : string
- gender : string
- color : string
- age : int
- species : SpeciesType

+ print()

animalsArr

**Client**

- nextID : static int
- name : string

+ print()
+ addCriteria(in c: Criteria *)

clientsArr

**Identifiable**

# id : string