

The project I implemented is a demonstration of my knowledge of the Java programming language. Initially, it covers the requested topic, which is a zoo management application that records information about animals. The program includes a basic Animal class, which is abstract as instances cannot be created, and it defines the required fields (id, name, homotaxy, weight, and age) that are initialized through a constructor, except for the id, which is automatically generated when a new animal is added. In addition, there are 13 classes for different animals that inherit from Animal, and each animal class has a unique and distinct characteristic.

As for the various functions that are requested, I created a separate Zoo class, which implements the menu that is displayed in the console. The menu is managed using switch statements and provides 9+1 functionalities:

1. Display the available animals
2. Add a new animal
3. Search for an animal by name
4. Search for an animal by ID
5. Edit an animal by ID
6. Delete an animal by ID
7. Play with the animals
8. Get animal information from Wikipedia and display it as ASCII art
9. Exit
10. (extra) Display an ASCII landscape if the number 141 is entered (the first 3 digits of the number pi)

Various functions are achieved through different auxiliary methods, most of which rely on traversing a list via a foreach loop, as all animals are stored in a static ArrayList of type Animal since it is a superclass for each animal class. The individual functions are further analyzed within the code comments. Additionally, there is an interface that the Animal implements, and therefore, the remaining classes also extend the Animal. The interface contains two methods: one for the sound of each animal and one that displays the rarity of the animal in the specific zoo based on how many instances of the animal class we have created.

Furthermore, most methods are static since they are called in the main, which is static, and for this reason, every time a static method is called, I create an anonymous object that is used only for the method, and for this reason, I do not store any reference to it.

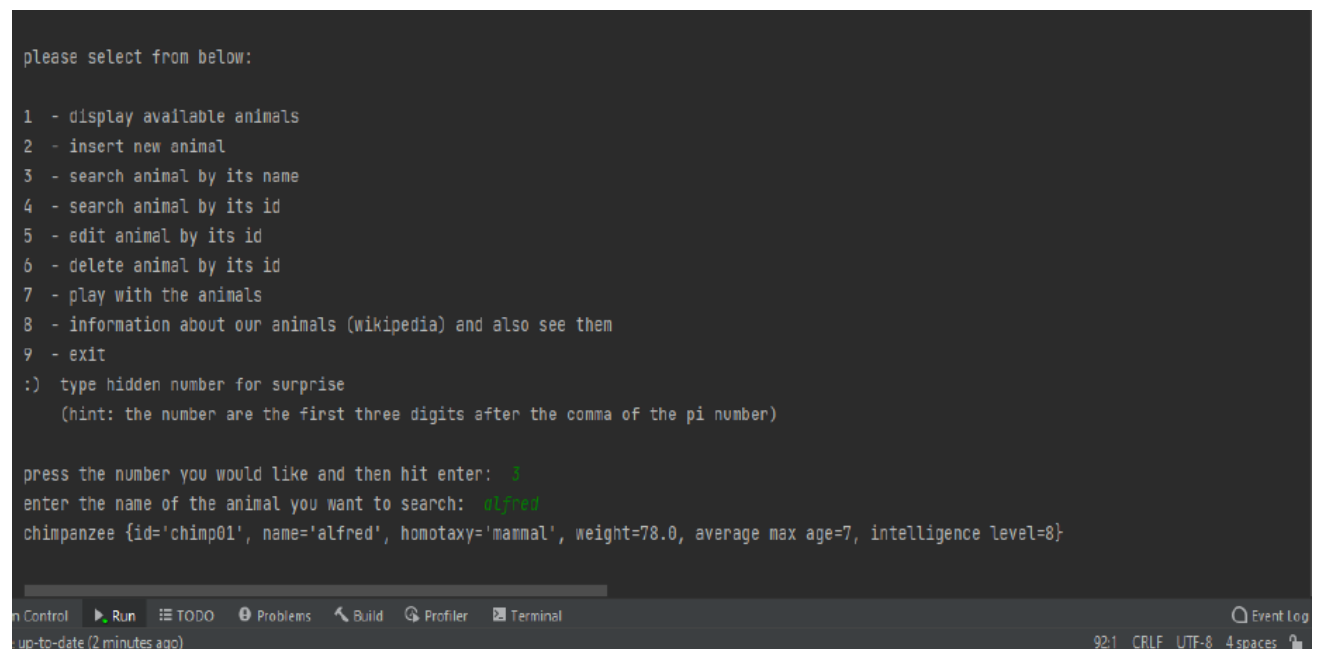
Continuing with the console output, I used the following try-catch block:

```
try {  
    Thread.sleep(5000);  
} catch (InterruptedException e) {  
    e.printStackTrace();  
}
```

This stops the execution of the current thread for as many milliseconds as we define. This way, I managed to display information for a specific time on the console before the program execution continues, which is in a `while(true)` loop that only terminates if the user enters incorrect information in a field or presses 9 in the menu, which terminates the program. Each time the program runs, 10 indicative snapshots of animals are created, each from a different class.

Finally, the code is quite long (~3000 lines) due to the many classes with different characteristics, so each one required different handling. I did not use a GUI as I devoted a lot of time to creating a complete console experience, while also wanting to showcase the power of ASCII art and my aesthetics, which is why all output flows (console appearances) are written in lowercase and no capital letters (personal preference).

Screenshots



```
please select from below:

1 - display available animals
2 - insert new animal
3 - search animal by its name
4 - search animal by its id
5 - edit animal by its id
6 - delete animal by its id
7 - play with the animals
8 - information about our animals (wikipedia) and also see them
9 - exit
:) type hidden number for surprise
   (hint: the number are the first three digits after the comma of the pi number)

press the number you would like and then hit enter: 3
enter the name of the animal you want to search: alfred
chimpanzee {id='chimp01', name='alfred', homotaxy='mammal', weight=78.0, average max age=7, intelligence level=8}
```

The screenshot shows a terminal window with a dark background. The text is white and green. The menu is displayed with numbers 1-9. The user has entered '3' and 'alfred'. The output shows a JSON object for a chimpanzee. The terminal window has a status bar at the bottom with icons for Run, TODO, Problems, Build, Profiler, and Terminal. The status bar also shows 'up-to-date (2 minutes ago)', '92:1 CRLF UTF-8 4 spaces', and an 'Event Log' icon.

```
File Edit View Navigate Code Refactor Build Run Tools VCS Window Help epyama1.m1 - Zoo.java
cpyama1 | src | com | ioannis | unipiZoo | Zoo | editAnimal
Main
Panther.java 474
Penguin.java 475
Rhinoceros.java 476
Snake.java
Spider.java
Zebra.java
Zoo.java
AnimalFunctionalities.java
else if (id.equals(animal.getId()))
{
Scanner scanner2 = new Scanner(System.in);
Run: Main
a8P" a8" "8a a8" "8a
,d8P' 8b d8 8b d8
,d8" "8a, ,88" "8a, ,88"
8888888888 "Yb8dP" "Yb8dP"
=====
||welcome to our zoo||
=====
please select from below:
1 - display available animals
2 - insert new animal
3 - search animal by its name
4 - search animal by its id
5 - edit animal by its id
6 - delete animal by its id
7 - play with the animals
8 - information about our animals (wikipedia) and also see them
9 - exit
:) type hidden number for surprise
(hint: the number are the first three digits after the comma of the pi number)
press the number you would like and then hit enter: 4
choose animal
-----
animals we already have:
1 - chimpanzee
2 - dolphin
3 - eagle
4 - kangaroo
5 - lion
6 - panda
7 - penguin
8 - rhinoceros
9 - snake
10 - spider
*****
animals we can bring:
11 - giraffe
12 - panther
13 - zebra
4
enter a name: kang
enter its homotaxy: mammal
enter its weight (double-type in kilos): 100.0
enter its max average age (integer): 9
enter its height (double): 1.99
success
```

[illegible]

The screenshot shows an IDE window titled "Zoo.java" with the following code:

```

else if (id.equals(animal.getId()))
{
    Scanner scanner2 = new Scanner(System.in);

```

The Run console displays the program's output:

```

4 - kangaroo
5 - lion
6 - panda
7 - penguin
8 - rhinoceros
9 - snake
10 - spider
*****
animals we can bring:
11 - giraffe
12 - panther
13 - zebra
press the respective number: 7
-krink krink krink-

please select from below:

1 - display available animals
2 - insert new animal
3 - search animal by its name
4 - search animal by its id
5 - edit animal by its id
6 - delete animal by its id
7 - play with the animals
8 - information about our animals (wikipedia) and also see them
9 - exit
:) type hidden number for surprise
(hint: the number are the first three digits after the comma of the pi number)

press the number you would like and then hit enter: 2
would you like to hear the sound of animals or see its rarity?
press '1' for sound and '2' for rarity: 2
which animal's rarity would you like to see?
animals we already have:
1 - chimpanzee
2 - dolphin
3 - eagle
4 - kangaroo
5 - lion
6 - panda
7 - penguin
8 - rhinoceros
9 - snake
10 - spider
*****
animals we can bring:
11 - giraffe
12 - panther
13 - zebra
press the respective number: 7
animal is rare in our zoo
|

```

The bottom status bar indicates "All files are up-to-date (4 minutes ago)" and "Event Log".

[illegible]

[illegible]