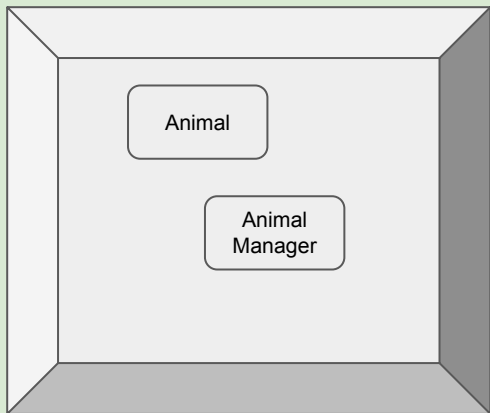
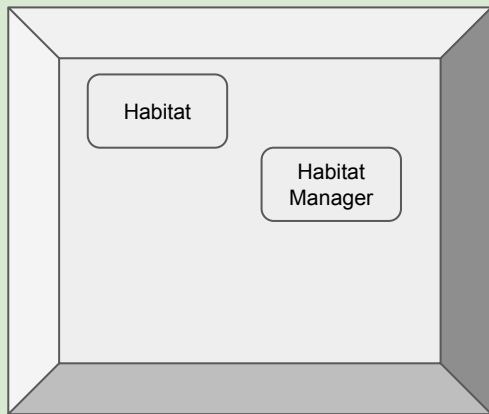


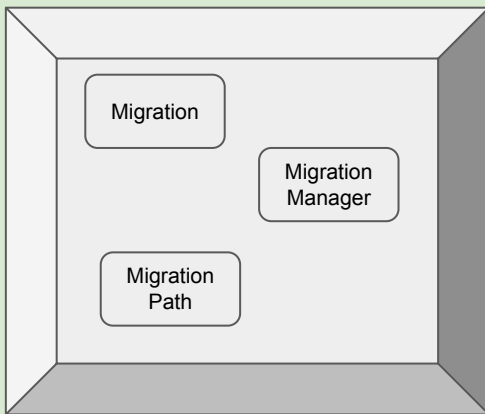
animal_management



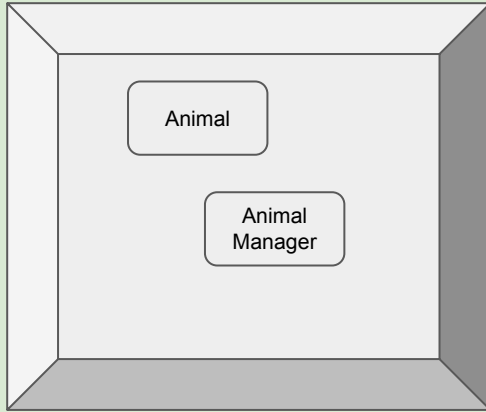
habitat_management



migration_tacker



animal_management



```
def get_animal_by_id(self, animal_id: int) -> Optional[Animal]:  
    pass
```

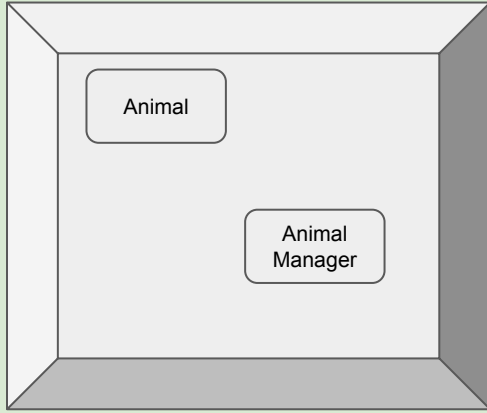
```
def register_animal(self, Animal) -> None:  
    pass
```

```
def remove_animal(self, animal_id: int) -> None:  
    pass
```

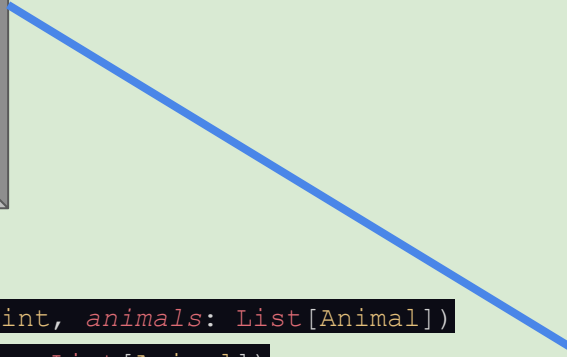
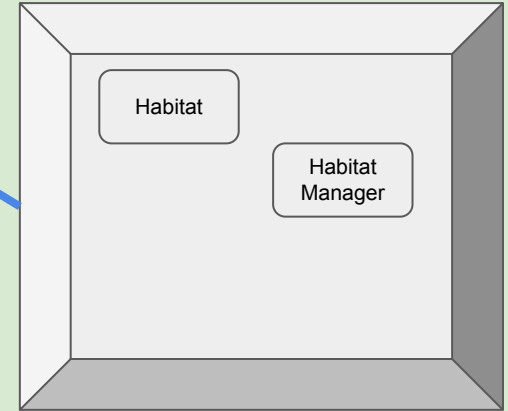
```
def update_animal_details(animal_id: int, **kwargs: Any) -> None:  
    pass
```

Animal

enables users to track specific animals and modify their details



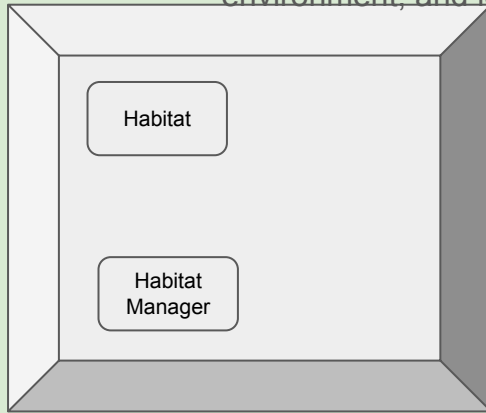
Habitat



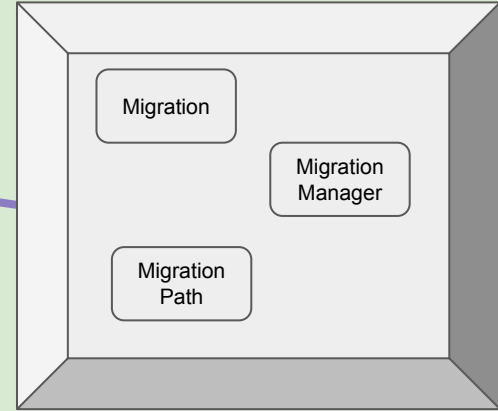
```
def assign animals to habitat(habitat_id: int, animals: List[Animal])
def assign animals to habitat(self, animals: List[Animal])
def get animals in habitat(self) -> List[Animal]:
```

Habitat

module handles the creation of habitats, their details (such as size, environment, and location), and the assignment of animals to them.



Migration



```
def create_migration_path()
def get_migration_paths_by_start_location(start_location: Habitat) -> list[MigrationPath]:
def get_migration_paths_by_destination(destination: Habitat) -> list[MigrationPath]:
```