:ZooTycoon
:ZooAnnouncer
:ZooKeeper
:ZooFoodEmployee
:ZooClock
:Animal
:NoiseBehavior
:System.out
<<create>>
addPropertyChangeListener(server)
assignListeners()
addPropertChangeListener(zookeeper)
addPropertChangeListener(zooannouncer)
arriveAtZoo()
firePropertyChange()
wakeAnimal(x) & roleCallAnimal(x)
wakeUp() & makeNoise()
print ("Zoo Keeper is about to..."
print "Zoo Server is making food for the zoo" and "Zoo Server is serving food at the zoo" & "Zoo Server is cleaning.."
serveFood() & makeFood() & cleanup()
print "Zoo Keeper feeds ..." and "Zoo Keeper exercises.."
feedAnimal(x) & exerciseAnimal(x)
eat() & roam()
sleep()
makeAnimalSleep(x)
print "Zoo Keeper puts...to sleep"
leaveZoo()
resignListeners()
Loops for each day