

DoRegisterAnimal

<<final>> execute():void

DoShowAllAnimals

<<final>> execute():void

DoShowSatisfactionOfAnimal

<<final>> execute():void

DoTransferToHabitat

<<final>> execute():void

DoAddResponsibility

execute():void

DoRegisterEmployee

execute():void

DoRemoveResponsibility

execute():void

DoShowAllEmployees

execute():void

DoShowSatisfaction

execute():void

DoAddTreeToHabitat

execute():void

DoChangeHabitatArea

execute():void

DoChangeHabitatInfluence

execute():void

DoRegisterHabitat

execute():void

DoShowAllHabitats

execute():void

DoShowAllTreesInHabitat

execute():void

DoAdvanceSeason

<<final>> execute():void

DoNewFile

<<final>> execute():void

DoOpenAnimalsMenu

<<final>> execute():void

DoOpenEmployeesMenu

<<final>> execute():void

DoOpenFile

<<final>> execute():void

DoOpenHabitatsMenu

<<final>> execute():void

DoOpenLockupsMenu

<<final>> execute():void

DoOpenVaccinesMenu

<<final>> execute():void

DoSaveFile

<<final>> execute():void

DoShowGlobalSatisfaction

<<final>> execute():void

DoShowAnimalsInHabitat

execute():void

Message, prompt and label have been omitted as they represent bags of global functions on variables and are never instantiated as normal concept classes.

DoShow Medical Acts By Veterinarian

#execute(): void

DoShow Medical Acts On Animal

#execute(): void

DoShow Wrong Vaccinations

#execute(): void

DoRegister Vaccine

#<<final>> execute(): void

DoShow All Vaccines

#<<final>> execute(): void

DoShow Vaccinations

#<<final>> execute(): void

DoVaccinate Animal

#<<final>> execute(): void

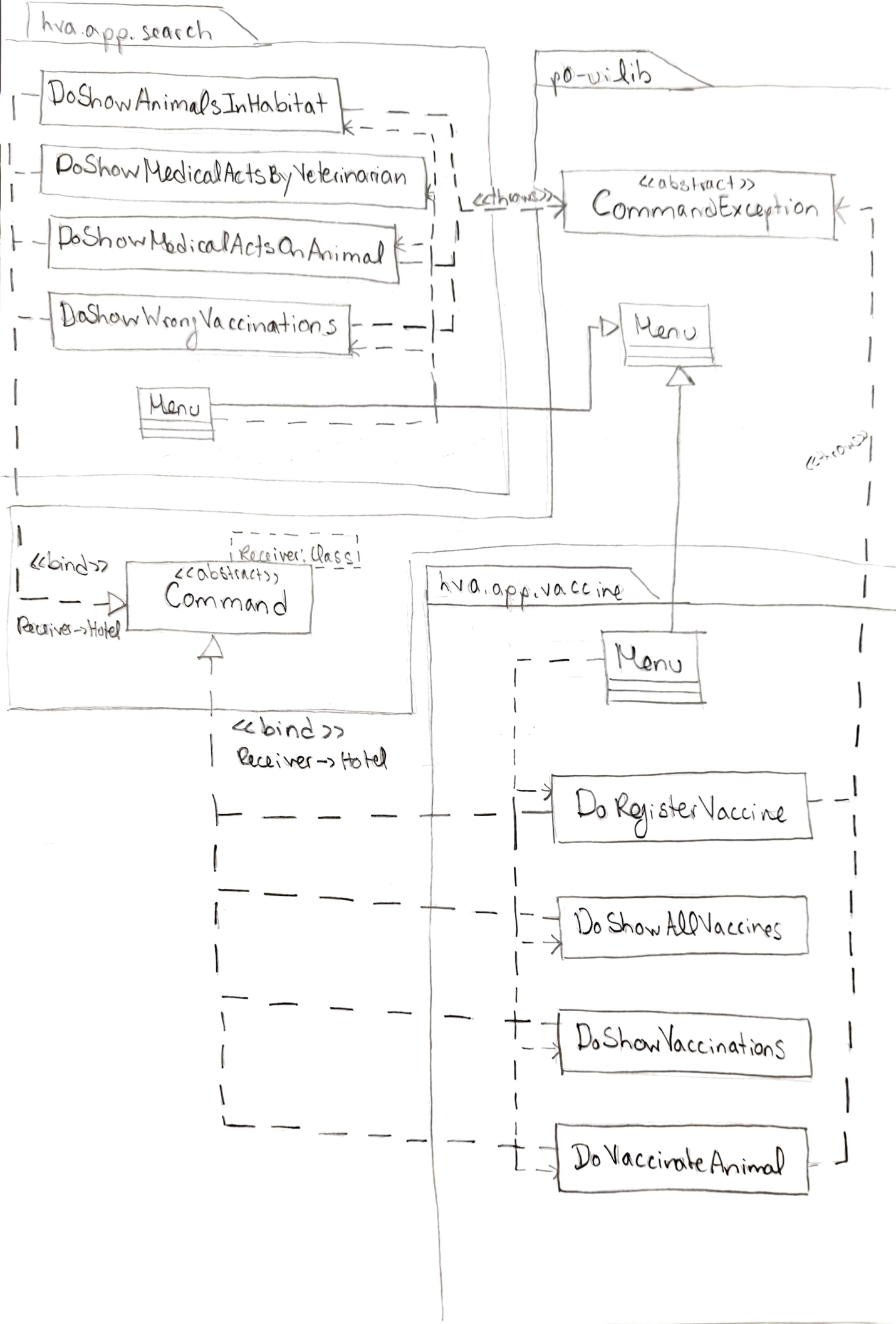
→ Message, Prompt and Label have been omitted as they represent bags of global functions on variables and are never instantiated as normal concept classes.

→ Serial numbers for serialization have been omitted

→ All the methods were defined separately in order to better understand the connections established between classes and packages.

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

Uthman:



hva.app.employee

DoAddResponsability

DoRegisterEmployee

DoRemoveResponsability

DoShowAllEmployees

DoShowSatisfactionOfEmployee

po-utilib

«abstract»
CommandException

Menu

Menu

«bind»

Receiver → Hotel

Receiver: Class

«abstract»
Command

«bind»
Receiver → Hotel

Menu

hva.app.habitat

DoAddTreeToHabitat

DoChangeHabitatArea

DoChangeHabitatInfluence

DoRegisterHabitat

DoShowAllHabitats

DoShowAllTreesInHabitat

«throws»

↑

↓

↑

↑

↓

hva.app.main

po-wilib

Receiver: Class!

<<bind>>

Receiver

Hotel Manager

<<throws>>

<<abstract>>
Command

<<abstract>>
CommandException

Menu

hva.app.animal

Menu

hva.app.employees

Menu

hva.app.habitat

Menu

hva.app.search

Menu

hva.app.vaccine

Menu

Menu

DoAdvanceSeason

DoNewFile

DoOpenFile

DoShowGlobalSatisfaction

DoOpenAnimals Menu

DoOpenEmployeesMenu

DoOpenHabitats Menu

DoOpenLookupsMenu

DoOpenVaccines Menu

DoSaveFile

hva.app

