Trazabilidad

Requerimientos funcionales	Código	
	Clase	Métodos
R1. Leer canguro	Kangaroo	+getName(): String +setName(String): void +getWeight(): double +setWeigth(double): void +getHeight(): double +setHeight(double): void +getFood(): double +setFood(double): void +getSex(): String +setSex(String): void +getBloodType(): String +setBloodType(String): void +getBirth(): Date +setBirth(Date): void
R2. Leer dragón	BeardedDragon	+getHeight(): double +setHeight(double): void +getWeight(): double +setWeight(double): void +getFood(): double +setFood(double): void
R3. Calcular el área de cada ambiente	Environment	+calculateArea(): double
R4. Calcular la cantidad de alimento para los canguros	Kangaroo	+calculateFood(): double
R5. Calcular el IMC de los canguros	Kangaroo	+calculateIMC(): double
R6. Calcular los días restantes para vacunar a un canguro.	Kangaroo	+remainingDays(): int
R7. Establecer si el canguro tiene tendencias hacia enfermedades cardiacas.	Kangaroo	+heartIssues(): String
R8. Alertar cuando se tenga menos de 5kg de alimento en el área de los dragones barbados.	ZoneDragon	+quantityOfFood(): boolean
R9. Calcular el IMC de cada dragón barbado	BeardedDragon	+calculateIMCDragon(): double

R10. Calcular consumo de agua en las zonas.	ZoneKangaroo	+calculateWaterLiters(): double
	ZoneDragon	+calculateWaterLiters(): double
R11. Leer zonas	ZoneDragon	+ZoneDragon(double, double, double, double, double, BeardedDragon, Bearded Dragon) +getHeatSource(): double +setHeatSource(double): void +getHumidity(): double +setHumidity(double): void +getTemperature(): double +setTemperature(double): void +getFiltration(): double +setFiltration(double): void +getWatersLiters(): double +setWatersLiters(): void +getDra1(): BeardedDragon +setDra1(BeardedDragon): void +getDra2(): BeardedDragon +setDra2(BeardedDragon): void
	ZoneKangaroo	+ZoneKangaroo(double, double, double, double, double, Environment, Environment, Environment) +getHeatSource(): double +setHeatSource(double): void +getHumidity(): double +setHumidity(double): void +getTemperature(): double +setTemperature(double): void +getFiltration(): double +setFiltration(double): void +getWatersLiters(): double +setWatersLiters(): void +getEnv1(): Environment +SetEnv1(Environment): void +getEnv2(): Environment +setEnv2(Environment): void +getEnv3(): Environment +setEnv3(Environment): void