[Marcos Tenorio]

# [Personal Report]

**Module Title: Object Oriented Constructs**

**Project Title: CCTZoo**

I was responsible of coding with Gabriel and the creation of interaction menus.

The project was very open and I, personally, had some difficulties, especially in how to develop a class to store the different types of animals, but with the help of the group I could better visualize the environment to and implement the logic.

Our group made use of the git repository during the development, which is a very useful tool to work in group. It was introduced and managed by Gabriel. I believe we should have seen it in class long time ago, by the way.

The program creates all data randomly, including the keeper responsible for each animal.

We thought in first place to manually assign the keeper to the responsible animal, by names and specialty, but due the lack of time we decided to do it automatically. So Gabriel designed the method checkAnimalCompatibility to assign a responsible keeper to each animal following the requirements. Whenever a new animal is created this method is called. You can see the responsible Keeper for each animal in the Search Animal option from the main menu.

Overall was a good practice project and I could understand better lots of principles.

Marcos Tenorio

2016271