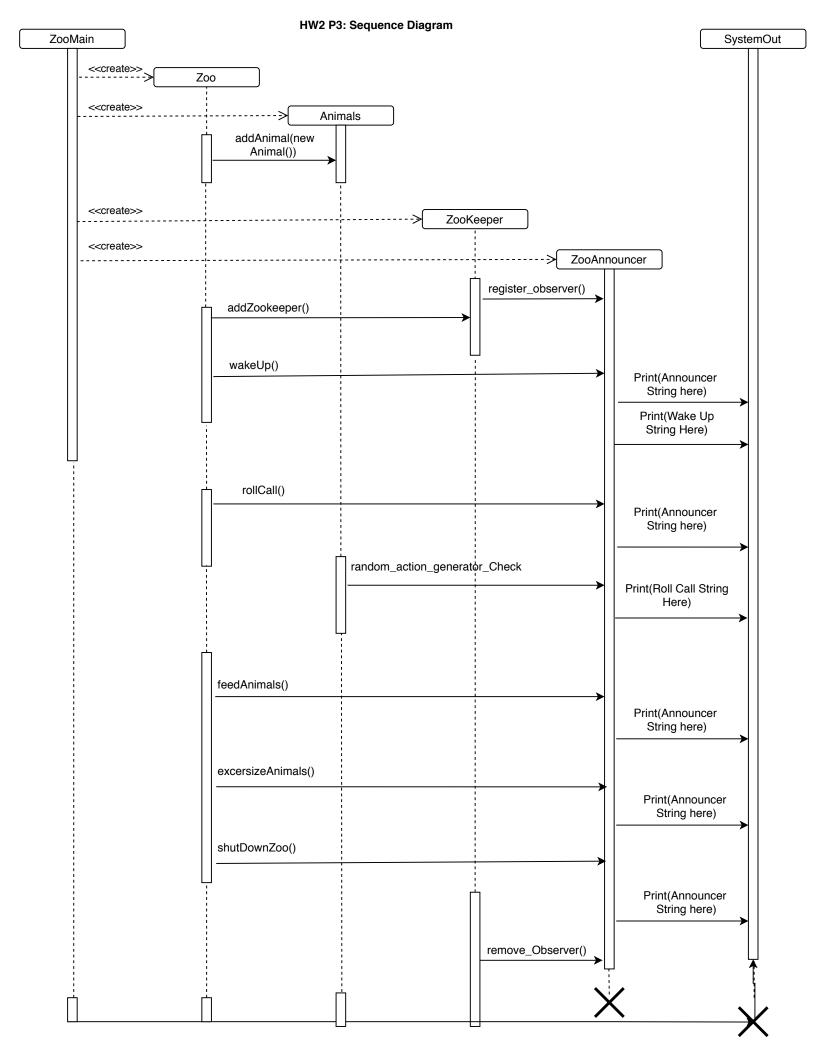
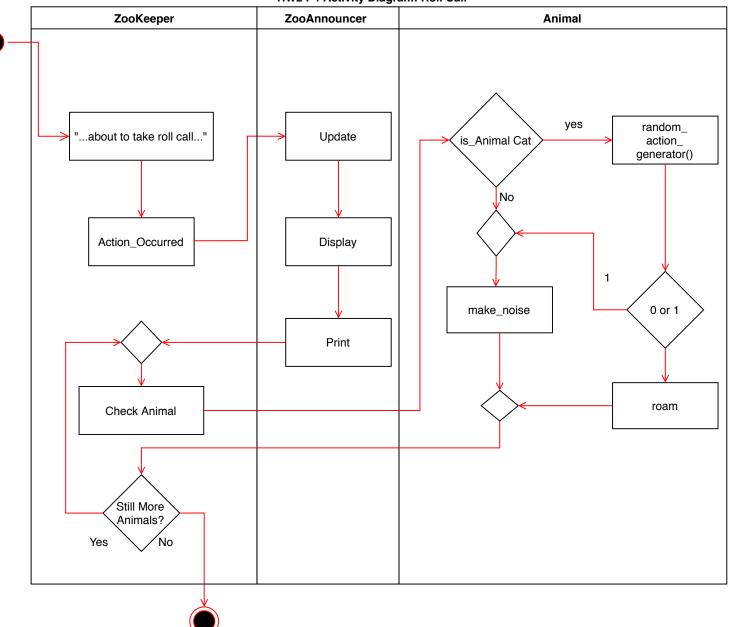
Team Members: Marlo Terr, Marissa Montano, & Jorge Moreno

HW2 P2: Class Diagram Zoo + zooAnimals: List(Animals) + zooKeeper: ZooKeeper + zooAnnouncer: ZooAnnouncer <<Interface>> ZooKeeper Subject + addZookeper(ZooKeeper): void + name: String + addAnnouncer(ZooAnnouncer): void + register_observer(observer): void + remove_observer(observer): void + age: int + addAnimal(Animal): void + notify_observers (): void + salary: float + getAnimals(): List(Animals) + action: String + getZooKeeper(): ZooKeeper + observers: list(observer) + getNumberOfAnimals() void + register_observer(Observer):void + wakeUp(): void + remove_observer(Observer):void + animalMakeNoise(): void lionMakeNoise catMakeNoise tigerMakeNoise + notify_observers(): void + rollCall(): void + makeNoise(): void + action_occured(): void + makeNoise(): void + makeNoise(): void + feedAnimals(): void + action_changed(action): void + excersizeAnimals() void + shutDownZoo(): void 1 dogMakeNoise has <<Interface>> + makeNoise(): void makeNoiseStrategyAbstract <<Interface>> ZooAnnouncer + metaclass : abc.ABCMeta Observer + action: String Animal wolfMakeNoise makeNoise(): void **₫-----**+ update(action): void + name: String + update(action): void + makeNoise(): void + isAwake: Boolean + display(): void + isFed: Boolean rhinoMakeNoise elephatMakeNoise hippoMakeNoise + name: makeNoiseStrategyAbstract makeNoise(): void + makeNoise(): void makeNoise(): void + sleep(): void + random_number_generator(): int Extends Canine Pachyderm Feline + roam(): void + roam(): void + roam(): void Extends Extends Extends Lion Cat Tiger Dog Wolf Hippo Rhino Elephant makeNoise(void): void + makeNoise(void): void + random_action_generator(void): void makeNoise(void): void + makeNoise(void): void + makeNoise(void): void + makeNoise(void): void makeNoise(void): void + makeNoise(void): void

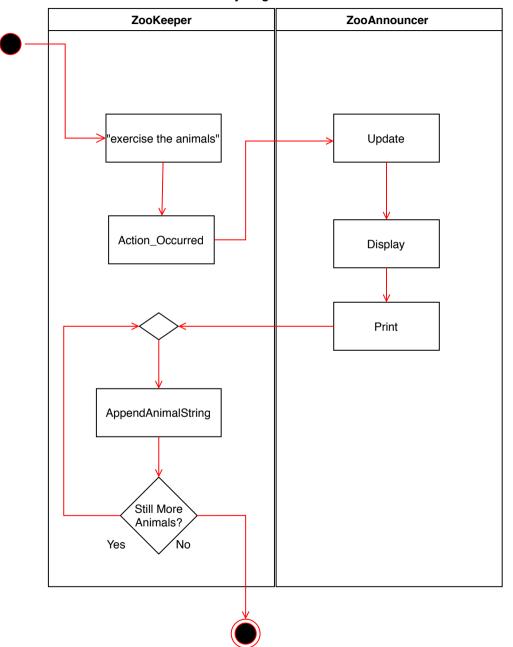


HW2 P4 Activity Diagram: WakeUp ZooKeeper ZooAnnouncer Animal "wake up the animals" Update Yes Animal Print(Already Awake) Awake Action_Occurred No Display set isAwake = true Print getAnimal AppendAnimalString Yes No Print(awake statement here) Still More Animals?

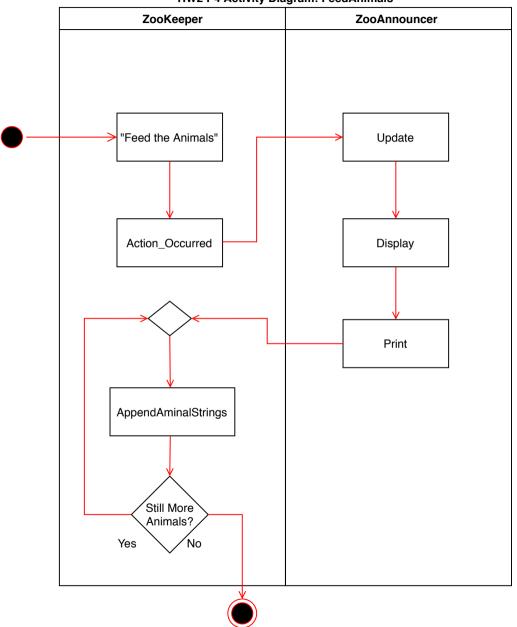
HW2 P4 Activity Diagram: Roll Call



HW2 P4 Activity Diagram: ExcerciseAnimals



HW2 P4 Activity Diagram: FeedAnimals



HW2 P4 Activity Diagram: ShutDownZoo

