**Narrative: Algorithms & Data Structures**

I wanted to showcase skills in algorithmic efficiency and optimization, and this program could use some tweaking. I ended up converting my main lists (dogList and monkeyList) from an ArrayList data type to a LinkedHashMap type. A LinkedHashMap uses key-value pairs and a doubly-linked list. This brings the worst-case time complexity down from to , where is the number of animals in the list or map (respectively). In my new maps, I used the animal names as the keys and the animal instances as the values. I ended up using the entrySet method on the maps (dogMap and monkeyMap) to iterate through the values of each. I also took advantage of the forEach method with a lambda expression to easily print out various instance values.

Throughout this enhancement, I have met the following outcomes:

* Design and evaluate computing solutions that solve a given problem using algorithmic principles and computer science practices and standards appropriate to its solution, while managing the trade-offs involved in design choices
* Demonstrate an ability to use well-founded and innovative techniques, skills, and tools in computing practices for the purpose of implementing computer solutions that deliver value and accomplish industry-specific goals