**Narrative: Databases**

I wanted to showcase skills in database integration, and this program could really benefit from such a feature. This would allow saving records in persistent storage, instead of temporary memory that is lost when program execution terminates. To start, I created a database for dogs and a database for monkeys, using MapDB configured as a hash map. I used the animal’s name as the key and the animal object as the value. Then, any time the user adds an animal, the animal is added it to the temporary ma and also to the persistent storage. The Dog, Monkey, and RescueAnimal classes required implementing Serializable and adding a serialVersionUID to each, in order to work properly. At initial program execution, the records in permanent storage are loaded into the in-program data structures to ensure fast access. Finally, I was sure to close each database, only if the database is not empty. Now, the animal objects persist across program executions, and valuable information is not lost. Hooray! As a side note, my work in enhancing this program has allowed me to meet all of the Computer Science Capstone course outcomes.