Java Review Part 1 – Kennel Manager Design

Description: Design classes for a Kennel Management Program. The Kennel can house dogs and cats. The dogs are assigned to kennels and cats are assigned to cat houses. The pets have a check-in date and a check-out date. The Kennel Manager wants to know at any given time how many pets are housed in the kennel/cat houses so when a customer calls he can immediately report out how many kennels/cat houses are available. The Kennel Manager also needs to log the name, age, sex, breed, weight, and whether the pet's rabies vaccinations are current for the boarded pets.

Workflow:

1. Identify the Classes by highlighting nouns in the problem description above. Make a list of the nouns and cross out ones that don't seem reasonable for potential classes.
2. Identify Responsibilities/Major tasks (Potential Methods) for the identified classes
3. Identify Collaborators (Dependencies) for each identified class.
4. Use UML Diagrams to describe class relationships using the symbols below, you can hand draw these or use free software like https://www.draw.io

Table 1 UML Relationship Symbols			
Relationship	**Symbol**	**Line Style**	**Arrow Tip**
Inheritance	———▷	Solid	Triangle
Interface Implementation	- - - -▷	Dotted	Triangle
Aggregation	◇———	Solid	Diamond
Dependency	- - - -▷	Dotted	Open

```
extends

implements
instance variable
```

5. Create class java files with Javadoc comments. Remember /** will trigger a Javadoc comment.

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Submission:

1. Turn in your UML Diagram (you can attach a photo/screenshot)
2. Turn in your unimplemented java class files which contain javadocs ONLY