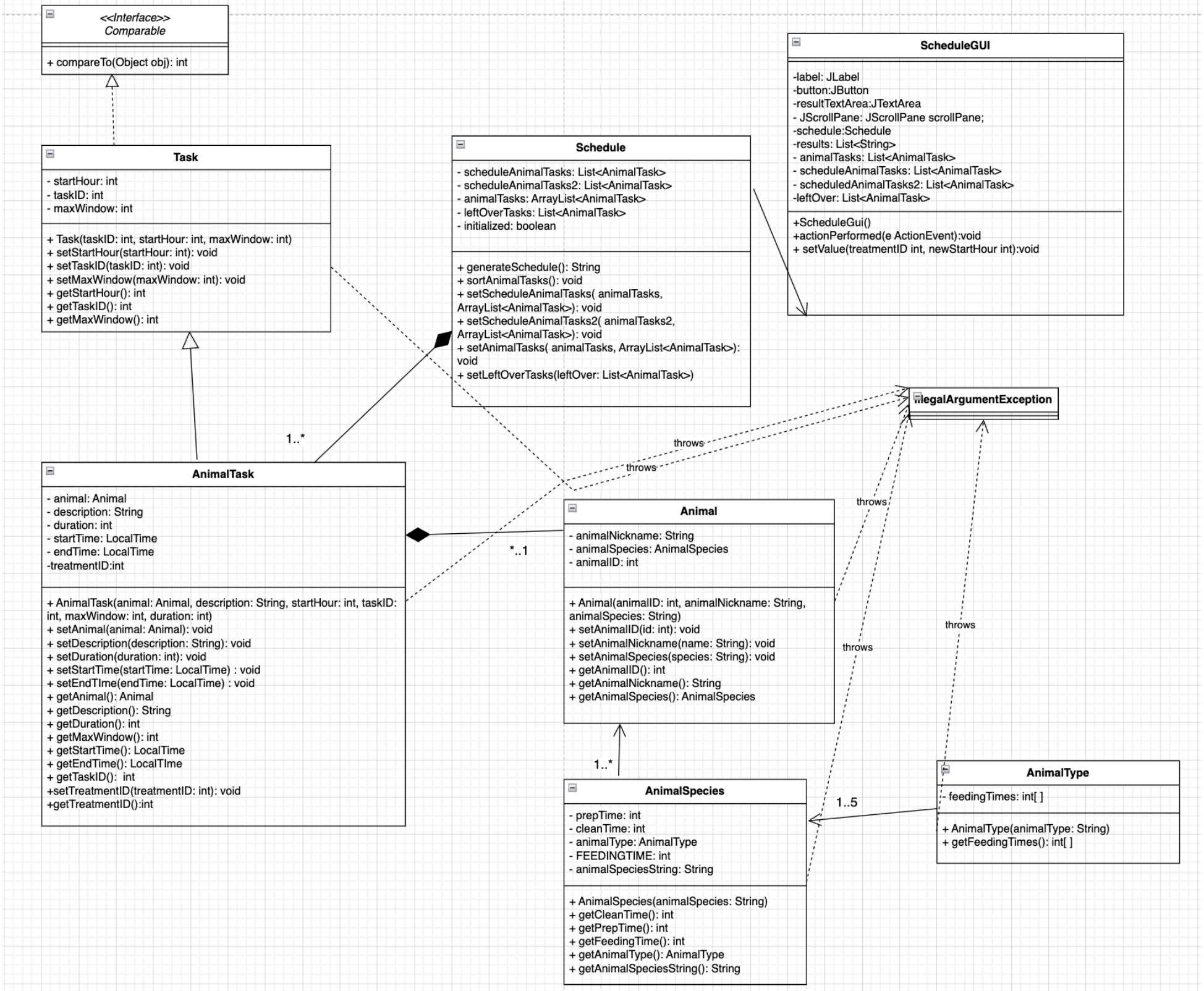
<<Interface>>
Comparable
+ compareTo(Object obj): int
Task
- startHour: int
- taskID: int
- maxWindow: int
+ Task(taskID: int, startHour: int, maxWindow: int)
+ setStartHour(startHour: int): void
+ setTaskID(taskID: int): void
+ setMaxWindow(maxWindow: int): void
+ getStartHour(): int
+ getTaskID(): int
+ getMaxWindow(): int
Schedule
- scheduleAnimalTasks: List<AnimalTask>
- scheduleAnimalTasks2: List<AnimalTask>
- animalTasks: ArrayList<AnimalTask>
- leftOverTasks: List<AnimalTask>
- initialized: boolean
+ generateSchedule(): String
+ sortAnimalTasks(): void
+ setScheduleAnimalTasks(animalTasks, ArrayList<AnimalTask>): void
+ setScheduleAnimalTasks2(animalTasks2, ArrayList<AnimalTask>): void
+ setAnimalTasks(animalTasks, ArrayList<AnimalTask>): void
+ setLeftOverTasks(leftOver: List<AnimalTask>)
ScheduleGUI
-label: JLabel
-button:JButton
-resultTextArea:JTextArea
- JScrollPane: JScrollPane scrollPane;
-schedule:Schedule
-results: List<String>
- animalTasks: List<AnimalTask>
- scheduleAnimalTasks: List<AnimalTask>
- scheduledAnimalTasks2: List<AnimalTask>
-leftOver: List<AnimalTask>
+ScheduleGui()
+actionPerformed(e ActionEvent):void
+ setValue(treatmentID int, newStartHour int):void
IllegalArgumentException
1..*
throws
throws
throws
throws
throws
AnimalTask
- animal: Animal
- description: String
- duration: int
- startTime: LocalTime
- endTime: LocalTime
-treatmentID:int
+ AnimalTask(animal: Animal, description: String, startHour: int, taskID: int, maxWindow: int, duration: int)
+ setAnimal(animal: Animal): void
+ setDescription(description: String): void
+ setDuration(duration: int): void
+ setStartTime(startTime: LocalTime) : void
+ setEndTIme(endTime: LocalTime) : void
+ getAnimal(): Animal
+ getDescription(): String
+ getDuration(): int
+ getMaxWindow(): int
+ getStartTime(): LocalTime
+ getEndTime(): LocalTIme
+ getTaskID(): int
+setTreatmentID(treatmentID: int): void
+getTreatmentID():int
*..1
Animal
- animalNickname: String
- animalSpecies: AnimalSpecies
- animalID: int
+ Animal(animalID: int, animalNickname: String, animalSpecies: String)
+ setAnimalID(id: int): void
+ setAnimalNickname(name: String): void
+ setAnimalSpecies(species: String): void
+ getAnimalID(): int
+ getAnimalNickname(): String
+ getAnimalSpecies(): AnimalSpecies
1..*
AnimalSpecies
- prepTime: int
- cleanTime: int
- animalType: AnimalType
- FEEDINGTIME: int
- animalSpeciesString: String
+ AnimalSpecies(animalSpecies: String)
+ getCleanTime(): int
+ getPrepTime(): int
+ getFeedingTime(): int
+ getAnimalType(): AnimalType
+ getAnimalSpeciesString(): String
1..5
AnimalType
- feedingTimes: int[ ]
+ AnimalType(animalType: String)
+ getFeedingTimes(): int[ ]