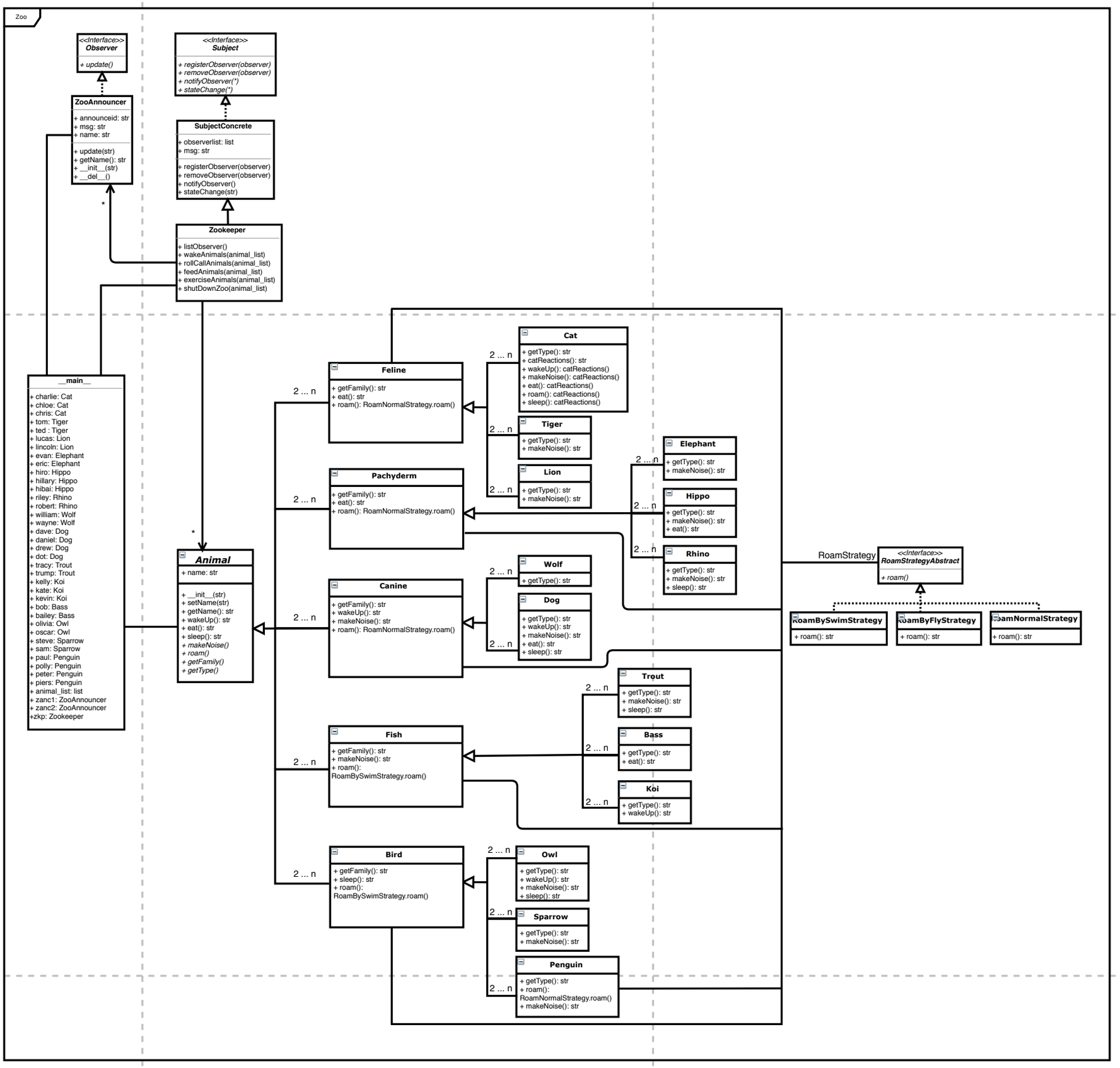
Zoo
<<Interface>>
Observer
+ update()
<<Interface>>
Subject
+ registerObserver(observer)
+ removeObserver(observer)
+ notifyObserver(*)
+ stateChange(*)
ZooAnnouncer
+ announceid: str
+ msg: str
+ name: str
+ update(str)
+ getName(): str
+ __init__(str)
+ __del__()
SubjectConcrete
+ observerlist: list
+ msg: str
+ registerObserver(observer)
+ removeObserver(observer)
+ notifyObserver()
+ stateChange(str)
Zookeeper
+ listObserver()
+ wakeAnimals(animal_list)
+ rollCallAnimals(animal_list)
+ feedAnimals(animal_list)
+ exerciseAnimals(animal_list)
+ shutDownZoo(animal_list)
*
*
__main__
+ charlie: Cat
+ chloe: Cat
+ chris: Cat
+ tom: Tiger
+ ted : Tiger
+ lucas: Lion
+ lincoln: Lion
+ evan: Elephant
+ eric: Elephant
+ hiro: Hippo
+ hillary: Hippo
+ hibai: Hippo
+ riley: Rhino
+ robert: Rhino
+ william: Wolf
+ wayne: Wolf
+ dave: Dog
+ daniel: Dog
+ drew: Dog
+ dot: Dog
+ tracy: Trout
+ trump: Trout
+ kelly: Koi
+ kate: Koi
+ kevin: Koi
+ bob: Bass
+ bailey: Bass
+ olivia: Owl
+ oscar: Owl
+ steve: Sparrow
+ sam: Sparrow
+ paul: Penguin
+ polly: Penguin
+ peter: Penguin
+ piers: Penguin
+ animal_list: list
+ zanc1: ZooAnnouncer
+ zanc2: ZooAnnouncer
+zkp: Zookeeper
Animal
+ name: str
+ __init__(str)
+ setName(str)
+ getName(): str
+ wakeUp(): str
+ eat(): str
+ sleep(): str
+ makeNoise()
+ roam()
+ getFamily()
+ getType()
2 ... n
Feline
+ getFamily(): str
+ eat(): str
+ roam(): RoamNormalStrategy.roam()
2 ... n
Cat
+ getType(): str
+ catReactions(): str
+ wakeUp(): catReactions()
+ makeNoise(): catReactions()
+ eat(): catReactions()
+ roam(): catReactions()
+ sleep(): catReactions()
2 ... n
Tiger
+ getType(): str
+ makeNoise(): str
2 ... n
Lion
+ getType(): str
+ makeNoise(): str
2 ... n
Pachyderm
+ getFamily(): str
+ eat(): str
+ roam(): RoamNormalStrategy.roam()
2 ... n
Elephant
+ getType(): str
+ makeNoise(): str
2 ... n
Hippo
+ getType(): str
+ makeNoise(): str
+ eat(): str
2 ... n
Rhino
+ getType(): str
+ makeNoise(): str
+ sleep(): str
2 ... n
Canine
+ getFamily(): str
+ wakeUp(): str
+ makeNoise(): str
+ roam(): RoamNormalStrategy.roam()
2 ... n
Wolf
+ getType(): str
2 ... n
Dog
+ getType(): str
+ wakeUp(): str
+ makeNoise(): str
+ eat(): str
+ sleep(): str
2 ... n
Fish
+ getFamily(): str
+ makeNoise(): str
+ roam(): RoamBySwimStrategy.roam()
2 ... n
Trout
+ getType(): str
+ makeNoise(): str
+ sleep(): str
2 ... n
Bass
+ getType(): str
+ eat(): str
2 ... n
Koi
+ getType(): str
+ wakeUp(): str
2 ... n
Bird
+ getFamily(): str
+ sleep(): str
+ roam(): RoamBySwimStrategy.roam()
2 ... n
Owl
+ getType(): str
+ wakeUp(): str
+ makeNoise(): str
+ sleep(): str
2 ... n
Sparrow
+ getType(): str
+ makeNoise(): str
2 ... n
Penguin
+ getType(): str
+ roam(): RoamNormalStrategy.roam()
+ makeNoise(): str
RoamStrategy
<<Interface>>
RoamStrategyAbstract
+ roam()
RoamBySwimStrategy
+ roam(): str
RoamByFlyStrategy
+ roam(): str
RoamNormalStrategy
+ roam(): str