# Sanctuary

+createMonkey(String,Species,
Sex,Size,double,int,Food,boolean):Monkey
+addMonkeyFirstIsolation(Monkey): void
+addMonkeyBackIsolation(Monkey): void
+singleEnclosureList(Species): String
+allMonkey(): ArrayList<Monkey>
+searchName(String): Monkey
+sanctuaryList(): String
+treatMonkey(Monkey): void

# SanctuaryImpl

- enclosures: Enclosures

- isolation: Isolation

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+searchName(String): Monkey
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+treatMonkey(Monkey): void

# +addMonkey(Monkey): void +removeMonkey(Monkey): void +returnMonkey(): ArrayList<Monkey>

### **Enclosures**

- enclosureList:HashMap<Species,ArrayList<Monkey>>

+addMonkey(Monkey): void
+removeMonkey(Monkey): void
+returnMonkey(): ArrayList<Monkey>
+singleEnclosureList(Species): String

### Isolation

- cages: ArrayList<Monkey>- cageNumber: int

+addMonkey(Monkey): void
+removeMonkey(Monkey): void
+returnMonkey(): ArrayList<Monkey>

# Monkey

-name: String
-species: Species
-sex: Sex
-size: Size
-weight: double
-age: int
-food: Food
-health: boolean

+getSpecies(): Species +getName(): String +isHealth: boolean +setHealth(boolean): void +toString(): String +compareTo(Monkey): int Size

SMALL MEDIUM LARGE Sex

MALE FEMALE

Species

DRILL
GUEREZA
HOWLER
MANGABEY
SAKI
SPIDER
SQUIRREL
TAMARIN

Food

EGGS
FRUITS
INSECTS
LEAVES
NUTS
SEEDS
TREESAP