

Please, Press Ctrl-A, F9 to update all fields or move cursor over the field and press F9 to activate TOC

Root Package

This is the second iteration of the ZooKeeper narrative which extends the documentation of the various classes, their attributes and services. It is closely aligned to the database description of ZooKeeper to provide a segway from the relational view to the object oriented view of the world.

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Class Diagrams

diagram <default>

Classes

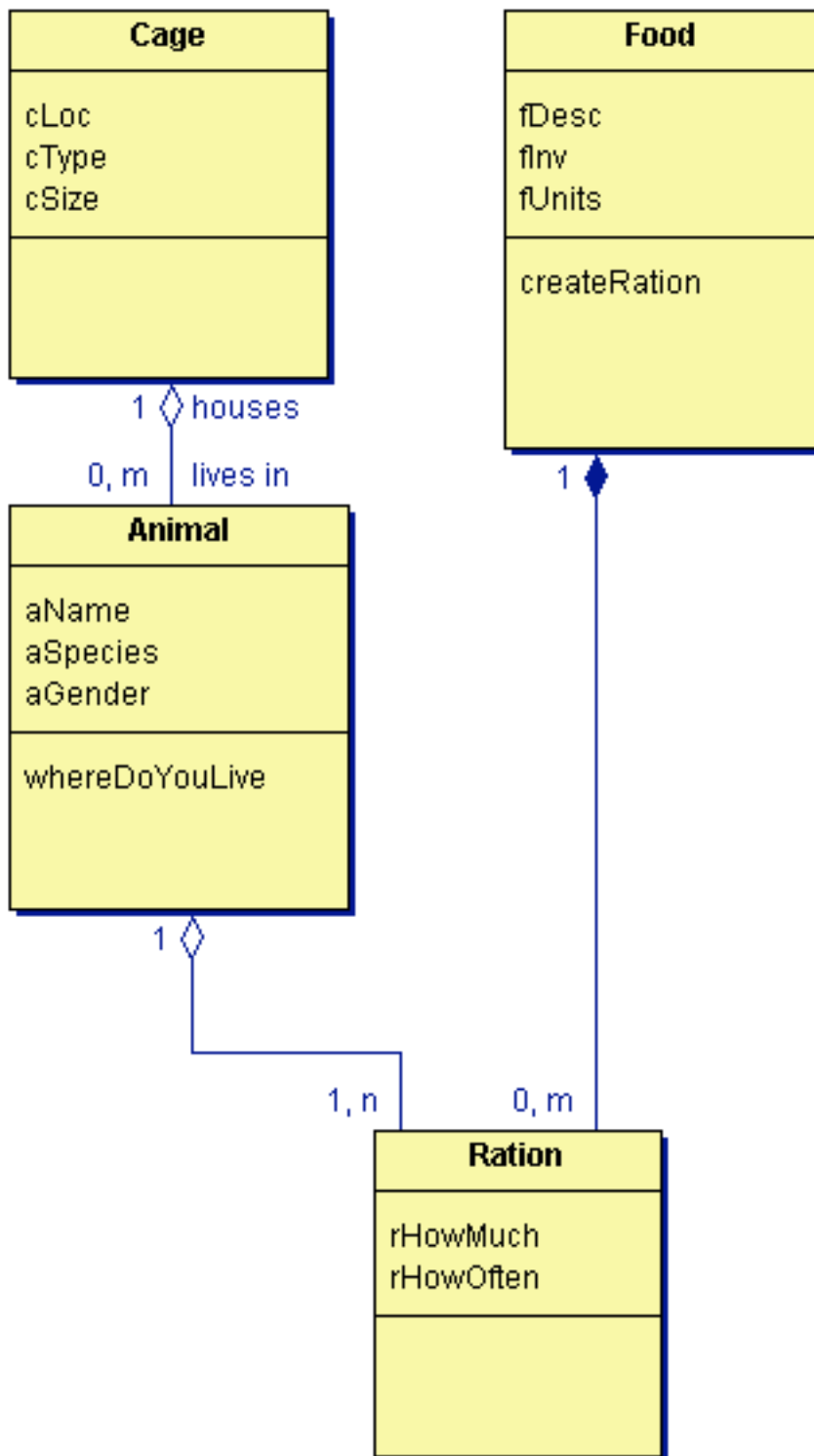
class Animal
class Cage
class Food
class Ration

Class Diagrams



Class Diagram <default>

package: <default>



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Class Nodes

Animal
Cage
Food

Ration

Class Detail**Class *Animal***

```
public class Animal
```

Field Summary

private int	aGender The gender of this animal.
private int	aName The given name of the animal.
private int	aSpecies The biological species of this animal.
private Ration	lnkRation

Method Summary

public Cage	whereDoYouLive() This service returns a link to the cage in which this animal is domiciled.
-----------------------------	---

Field Detail**aGender**

```
private int aGender
```

The gender of this animal.

aName

```
private int aName
```

The given name of the animal.

aSpecies

```
private int aSpecies
```

The biological species of this animal.

lnkRation

```
private Ration lnkRation
```

Method Detail**whereDoYouLive**

```
public Cage whereDoYouLive()
```

This service returns a link to the cage in which this animal is domiciled.

Class *Cage*

```
public class Cage
```

Field Summary

private int	cLoc The location of the cage.
private int	cSize Cage size: small, medium, large.
private int	cType Type of cage: moat, bars, unbarred.
private Animal	lnkAnimal

Field Detail**cLoc**private [int](#) cLoc

The location of the cage.

cSizeprivate [int](#) cSize

Cage size: small, medium, large.

cTypeprivate [int](#) cType

Type of cage: moat, bars, unbarred.

lnkAnimalprivate [Animal](#) lnkAnimal**Class Food**

public class Food

Field Summary

private int	fDesc A description of the food type (i.e.
private int	fInv The number of units of this food found in the food storage.
private int	fUnits The type of units with which this food is measured.
private Ration	lnkRation

Method Summary

public void	createRation (Animal theanimal, int howmuch, int howoften)
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Field Detail**fDesc**private [int](#) fDesc

A description of the food type (i.e. Meat, Fish, Grain, etc.)

fInv

private **int** fInv

The number of units of this food found in the food storage.

fUnits

private **int** fUnits

The type of units with which this food is measured.

InkRation

private **Ration** InkRation

Method Detail**createRation**

public **void** createRation(**Animal** theanimal, **int** howmuch, **int** howoften)

Class *Ration*

public class Ration

Field Summary

private int	rHowMuch How many units of the designated food are allotted to one ration for the designated animal.
private int	rHowOften The number of times during the feeding period that this animal is given this ration (e.g.

Field Detail**rHowMuch**

private **int** rHowMuch

How many units of the designated food are allotted to one ration for the designated animal.

rHowOften

private **int** rHowOften

The number of times during the feeding period that this animal is given this ration (e.g. twice a week, everyday, etc.)