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Please indicate which requirements you attempted to implement. We will not test any requirements which you indicate you did not attempt to implement, and you will not receive marks for these requirements.

1. Appropriate data structures: yes/no. I used HashSets for familyConnections for DisasterVictims because you cannot have duplicate objects in a HashSet and you cannot have the same relationship twice. Also I used Vector for medical records as someone could get a headache on the exact same day at the exact same location.

2. Family relationship consistency: yes/no I made function specifically that check whether a relationship is missing and add it to the last person's relationships. It also reverses the relationship properly by switching parent and child and handles all relationships parent, child, sibling, spouse.

3. Supply consistency: yes/no I modified the functions in DisasterVictim to take away from the location every time we add a supply to a disaster victim. I also made it the opposite way around, where adding a supply to location will take it away from a disaster victim

4. Use database: yes/no Yes used it in Central Relief Worker role in interface

5. Multiple interactions with inquirer: yes/no Handled this with database

6. Interface to enter DisasterVictims: yes/no yes, please look at the README.pdf to see where i implemented that

7. Interface to log inquirer queries: yes/no Yes, please look at the README.pdf to see where i implemented that

8. Age or birthdate: yes/no Yes made sure, that setting the other one if one was also set would throw an illegal argument exceptions

9. Gender options from file: yes/no

Yes, I read it at the very start as soon as one Disaster object is made, it is a static variable so it is only read once

10. Dietary restrictions: yes/no Yes, implemented an enumerations class to add meal restrictions.