Squirrel

-int weight;

-int numOfConesInNest;

-int age;

-int height;

+Squirrel(String name, int weight,
int numOfConesInNest, int age, int height){}

+void setWeight(int weight){}

+void setNumOfConesInNest(int numOfConesInNest)

+void setAge(int age){}

+void setHeight(int height){}

+void setName(String name){}

+String getName(){}

+int getWeight(){}

+int getNumOfConesInNest(){}

+int getAge(){}

+boolean eat(int numOfConesInTree){}

Main

-List<Squirrel> HungrySquirrels;

-Pinetree pt;

-int windspeed;

-int numbOfSquirrelsInTree;

+void main(String[] args){}

+void squirrelsInTree(){}

+void generateRandomNumber(int min, int max){}

PineTree

-int branches;

-int age;

-int numOfCones;

-boolean luckyDay;

-List<Squirrel> squirells;

-Owl owl;

+PineTree(){}

+boolean fall(int age,int windspeed, boolean luckyday){}

+void setLuckyDay(boolean luckyDay){}

+void setBranches(int branches){}

+void setAge(int age){}

+void setNumOfCones(int numOfCones){}

+int getBranches(){}

+int getAge(){}

+int getNumOfCones(){}

+boolean getLuckyDay(){}

Owl

-int wingSpan;

-boolean hungry;

-int age;

-String gender;

-String name;

-boolean luckyDay();

+String eat(String name){}

+void setWingSpan(int wingSpan){}

+int getWingSpan(){}

+void setHungry(){}

+boolean getHungry(){}

+void setLuckyDay () {}

+void setAge(int age)

+int getAge(){}

+void setGender (String gender){}

+String getGender() {}

+void setName(String name) {}

+String getName () {}