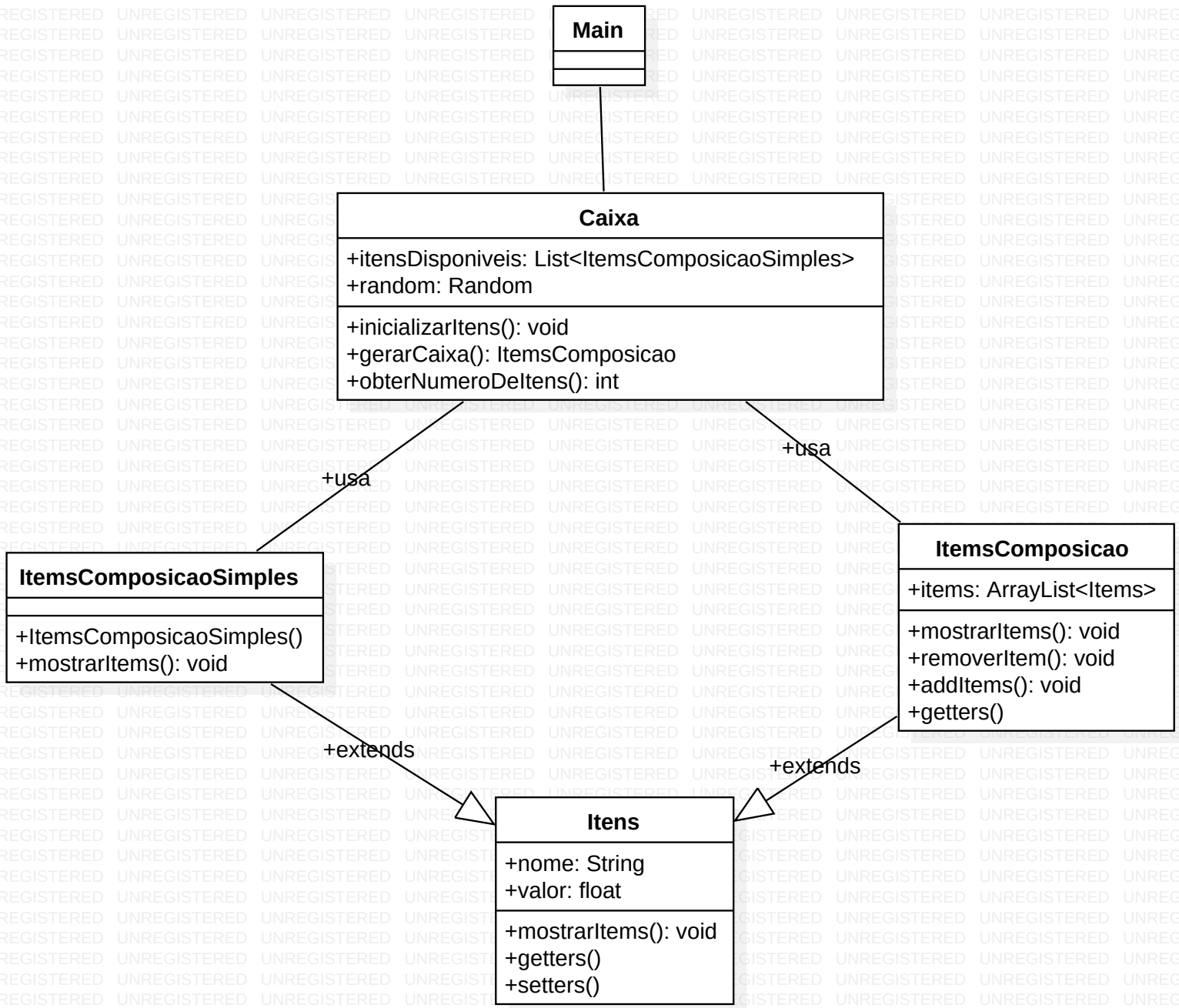
Model::Main


Main
Caixa
+itensDisponiveis: List<ItemsComposicaoSimples>
+random: Random
+inicializarItens(): void
+gerarCaixa(): ItemsComposicao
+obterNumeroDeItens(): int
+usa
+usa
ItemsComposicaoSimples
+ItemsComposicaoSimples()
+mostrarItems(): void
ItemsComposicao
+items: ArrayList<Items>
+mostrarItems(): void
+removerItem(): void
+addItems(): void
+getters()
+extends
+extends
Itens
+nome: String
+valor: float
+mostrarItems(): void
+getters()
+setters()