

HumanVSAlien project

Class Creature

Non-static Attributes:

- Name
- Age
- Address
- List <Creature> children
- Creature Husband;

Static Attributes:

- creaturePopulation;

Methods:

- Getters
- Setters
- void makeChild();
- List<Creature> getChildren();
- Void marry(creature 1, creature 2);
- Void saveCreature();
- Void <T> marry Creature(T creature);

Class Alien extends Creature

Attributes:

- ufoNumber
- hasMeetHuman;
- humanKilled;

Methods:

- Getters
- Setters
- void killHuman(list<Human> humans);
- void marryHuman(Human human);

Nested class:

- bossAlien(numberOfServants)

Class Human extends Creature

Attributes:

- carModel

- hasMeetAlien;
- Alienskilled;

Methods:

- Getters
- Setters
- void pictureAlien(list<Human> humans);
- void marryAlien(Human human);

Class MariagePlace