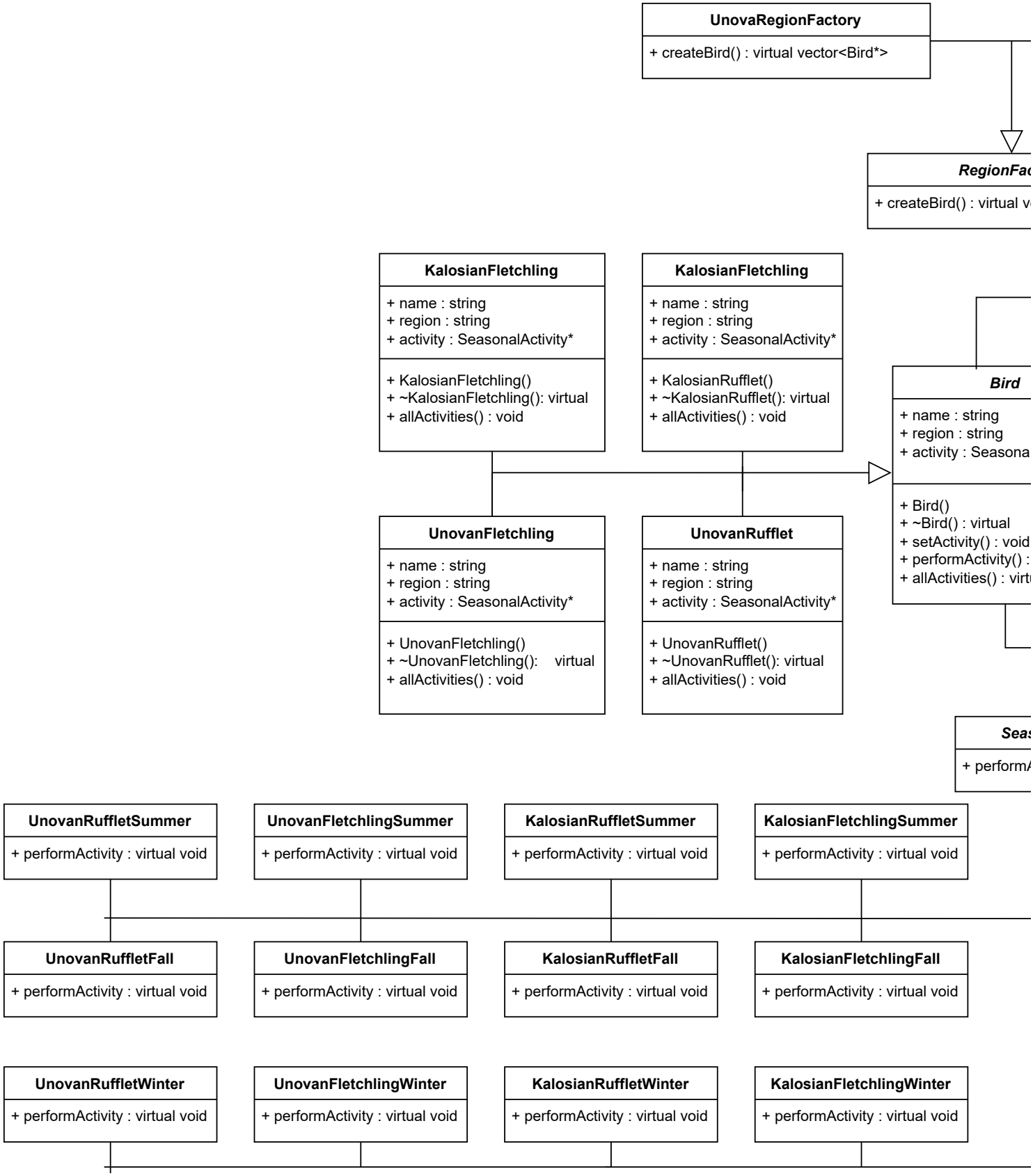
UnovaRegionFactory
+ createBird() : virtual vector<Bird*>
RegionFac
+ createBird() : virtual v
KalosianFletchling
+ name : string
+ region : string
+ activity : SeasonalActivity*
+ KalosianFletchling()
+ ~KalosianFletchling(): virtual
+ allActivities() : void
KalosianFletchling
+ name : string
+ region : string
+ activity : SeasonalActivity*
+ KalosianRufflet()
+ ~KalosianRufflet(): virtual
+ allActivities() : void
Bird
+ name : string
+ region : string
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+ Bird()
+ ~Bird() : virtual
+ setActivity() : void
+ performActivity() :
+ allActivities() : virt
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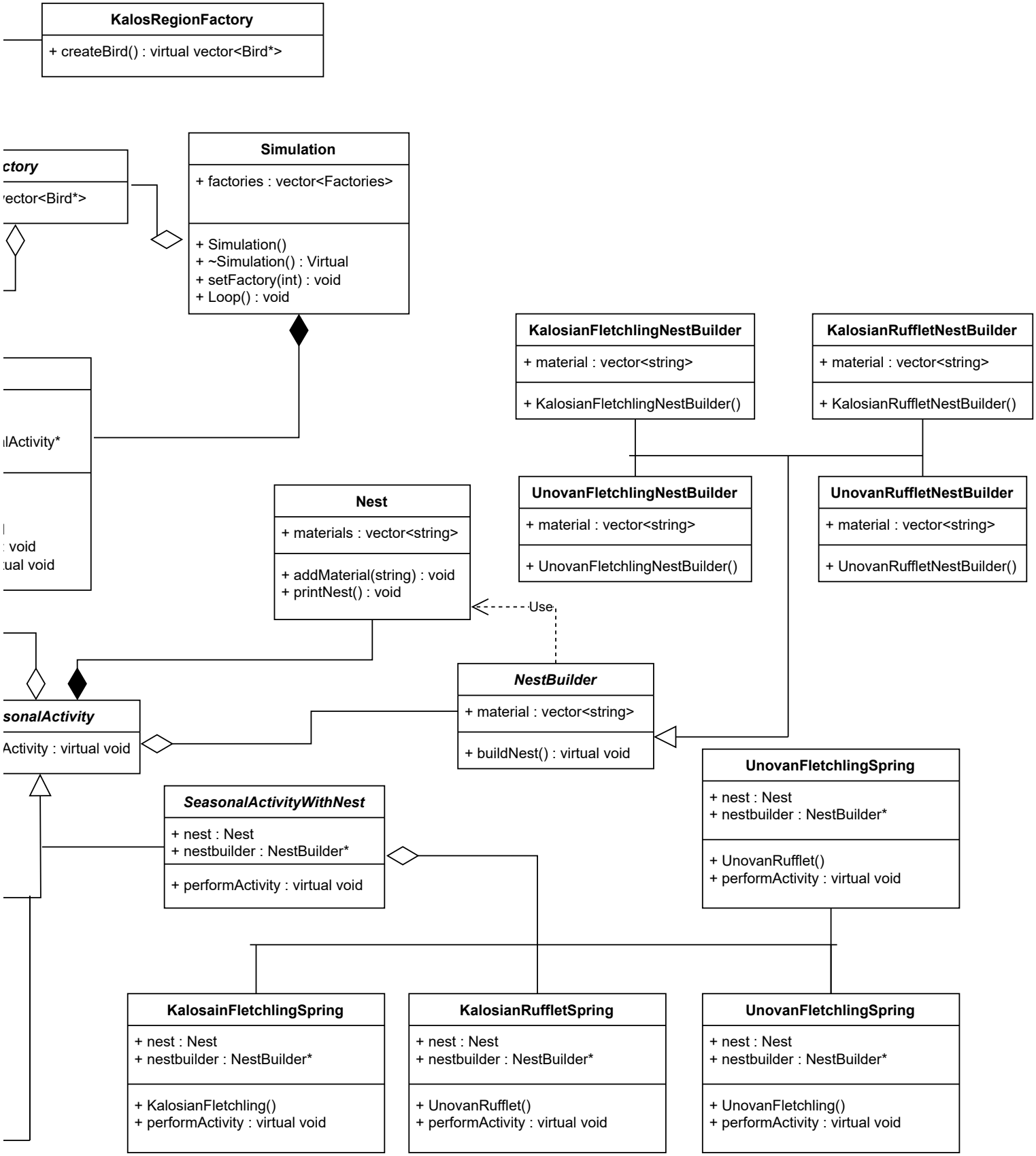
+ name : string
+ region : string
+ activity : SeasonalActivity*
+ UnovanFletchling()
+ ~UnovanFletchling(): virtual
+ allActivities() : void
UnovanRufflet
+ name : string
+ region : string
+ activity : SeasonalActivity*
+ UnovanRufflet()
+ ~UnovanRufflet(): virtual
+ allActivities() : void
Seas
+ perform
UnovanRuffletSummer
+ performActivity : virtual void
UnovanFletchlingSummer
+ performActivity : virtual void
KalosianRuffletSummer
+ performActivity : virtual void
KalosianFletchlingSummer
+ performActivity : virtual void
UnovanRuffletFall
+ performActivity : virtual void
UnovanFletchlingFall
+ performActivity : virtual void
KalosianRuffletFall
+ performActivity : virtual void
KalosianFletchlingFall
+ performActivity : virtual void
UnovanRuffletWinter
+ performActivity : virtual void
UnovanFletchlingWinter
+ performActivity : virtual void
KalosianRuffletWinter
+ performActivity : virtual void
KalosianFletchlingWinter
+ performActivity : virtual void


KalosRegionFactory
+ createBird() : virtual vector<Bird*>
ctory
ector<Bird*>
Simulation
+ factories : vector<Factories>
+ Simulation()
+ ~Simulation() : Virtual
+ setFactory(int) : void
+ Loop() : void
lActivity*
: void
ual void
KalosianFletchlingNestBuilder
+ material : vector<string>
+ KalosianFletchlingNestBuilder()
KalosianRuffletNestBuilder
+ material : vector<string>
+ KalosianRuffletNestBuilder()
UnovanFletchlingNestBuilder
+ material : vector<string>
+ UnovanFletchlingNestBuilder()
UnovanRuffletNestBuilder
+ material : vector<string>
+ UnovanRuffletNestBuilder()
Nest
+ materials : vector<string>
+ addMaterial(string) : void
+ printNest() : void
Use
sonalActivity
Activity : virtual void
NestBuilder
+ material : vector<string>
+ buildNest() : virtual void
UnovanFletchlingSpring
+ nest : Nest
+ nestbuilder : NestBuilder*
+ UnovanRufflet()
+ performActivity : virtual void
SeasonalActivityWithNest
+ nest : Nest
+ nestbuilder : NestBuilder*
+ performActivity : virtual void
KalosainFletchlingSpring
+ nest : Nest
+ nestbuilder : NestBuilder*
+ KalosianFletchling()
+ performActivity : virtual void
KalosianRuffletSpring
+ nest : Nest
+ nestbuilder : NestBuilder*
+ UnovanRufflet()
+ performActivity : virtual void
UnovanFletchlingSpring
+ nest : Nest
+ nestbuilder : NestBuilder*
+ UnovanFletchling()
+ performActivity : virtual void