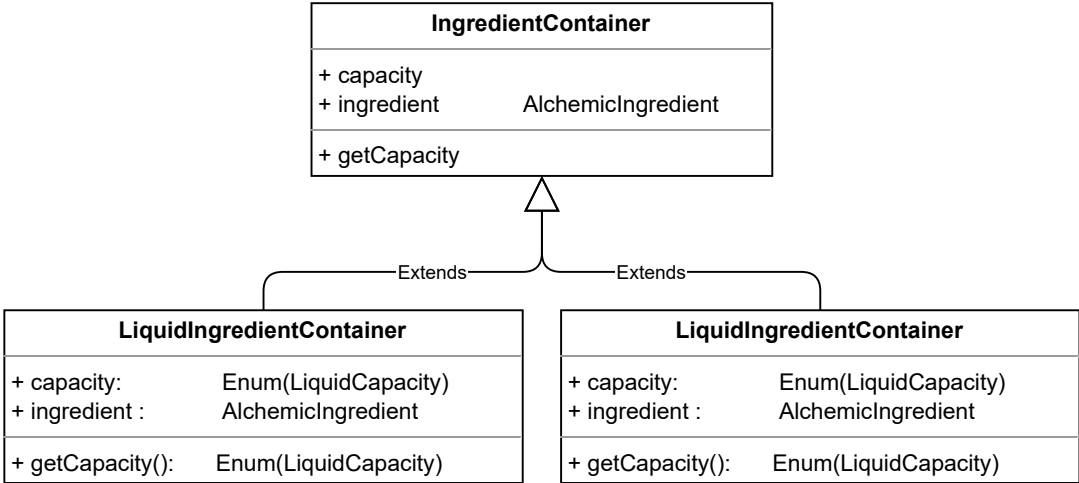


AlchemicIngredient	
+ name:	String
+ specialName:	String
? mixture:	Boolean
+ type:	IngredientType
+ state:	Enum(State)
+ quantity:	int
+ temperature:	ArrayList<Integer>
+ getSimpleName(): String + getFullName(): String + getSpecialName(): String + getType(): IngredientType + getStandardState(): Enum(State) + getStandardTemperature(): ArrayList<Integer> + getState(): Enum(State) + getQuantity(): Int + heat(int): / + cool(int): / + getTemperature(): ArrayList<Integer>	
+ alchemicIngredient(name, ingredientType, quantity)	

IngredientType	
+ name:	String
+ standardState:	Enum(State)
+ standardTemperature:	ArrayList<Integer>
+ getSimpleName(): String + getStandardState(): Enum(State) + getStandardTemperature(): ArrayList<Integer>	
+ ingredientType(name, standardTemperature) + ingredientType()	

«enumerations» State	
+ Powder	
+ Liquid	



«enumerations» LiquidCapacity	
+ drop	
+ spoon	(8 drops)
+ vial	(5 spoons)
+ bottle	(3 vials)
+ jug	(7 bottles)
+ barrel	(12 jugs)
+ storeroom	(5 barrels)

«enumerations» PowderCapacity	
+ pinch	
+ spoon	(6 pinches)
+ sachet	(7 spoons)
+ box	(6 sachets)
+ sack	(3 boxes)
+ chest	(10 sacks)
+ storeroom	(5 chests)

