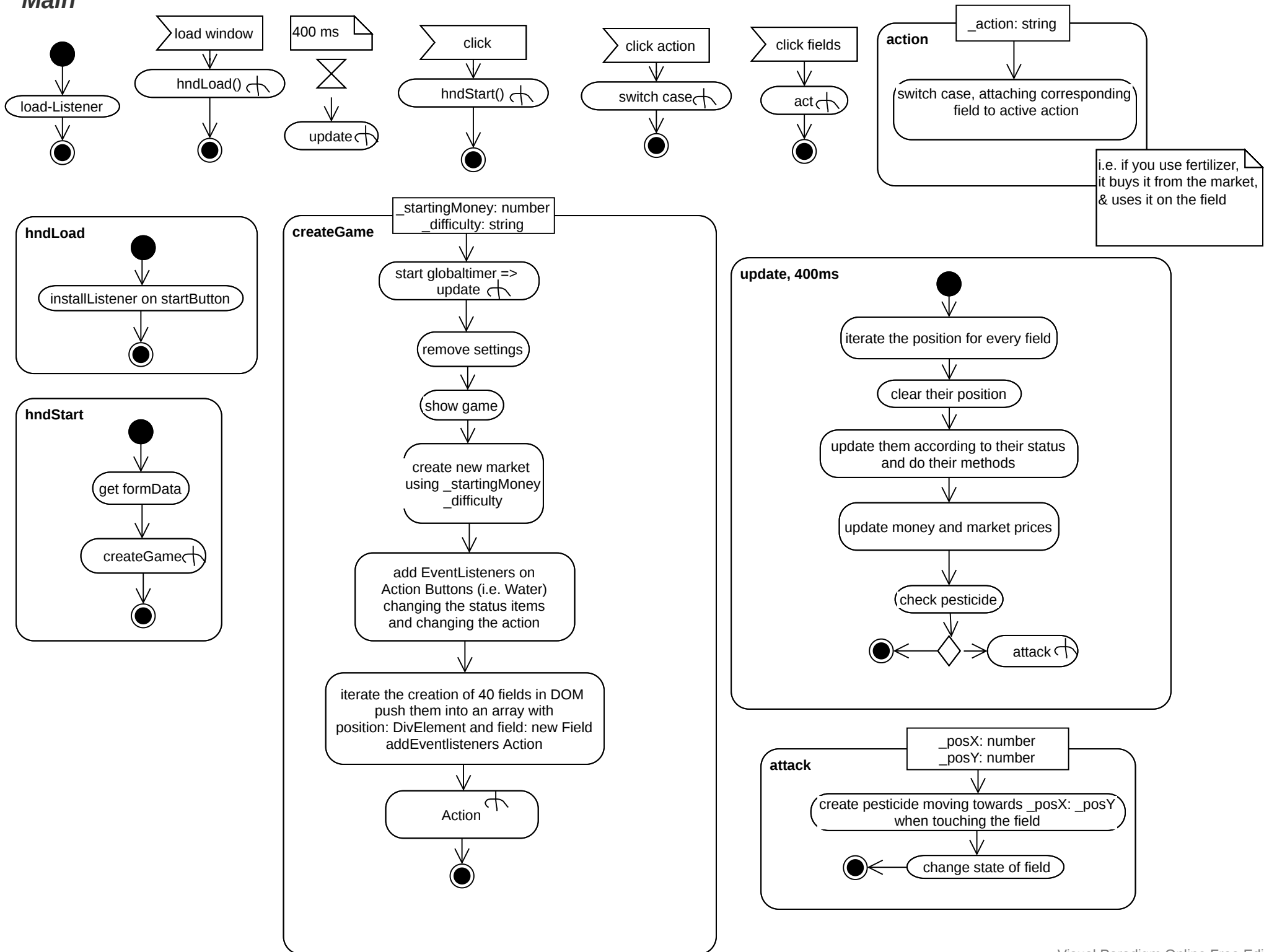
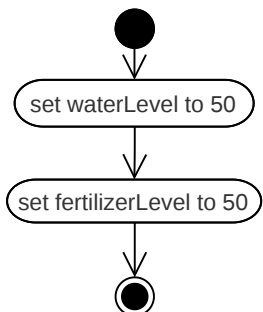


Main

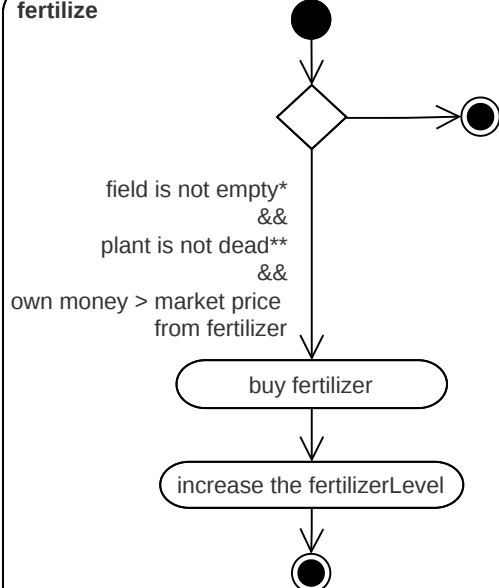


Field

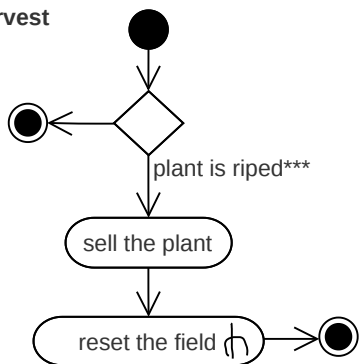
constructor



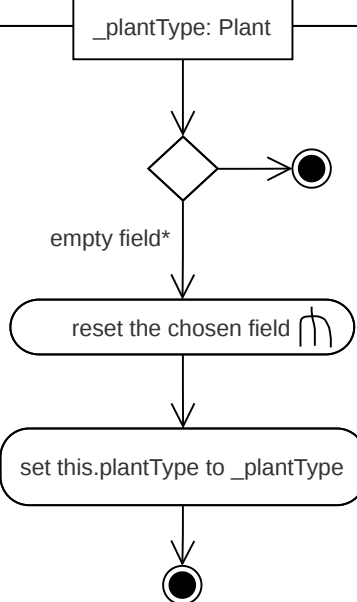
fertilize



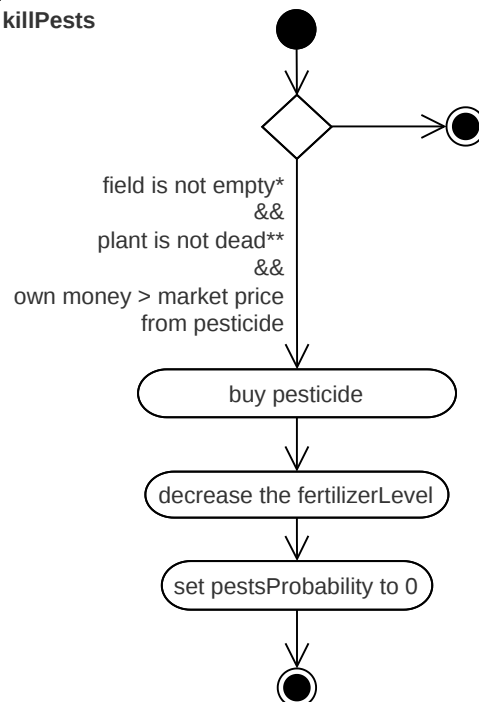
harvest



plant

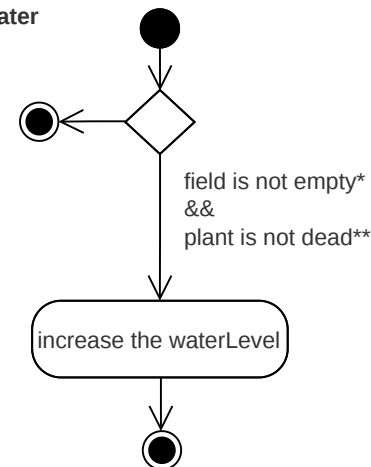


killPests

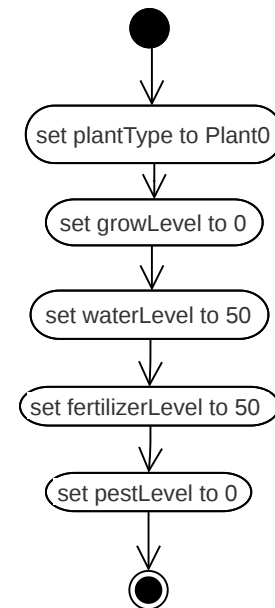


* empty field = Plant0
 ** growthLevel.value != 200
 *** growthLevel.value == 1

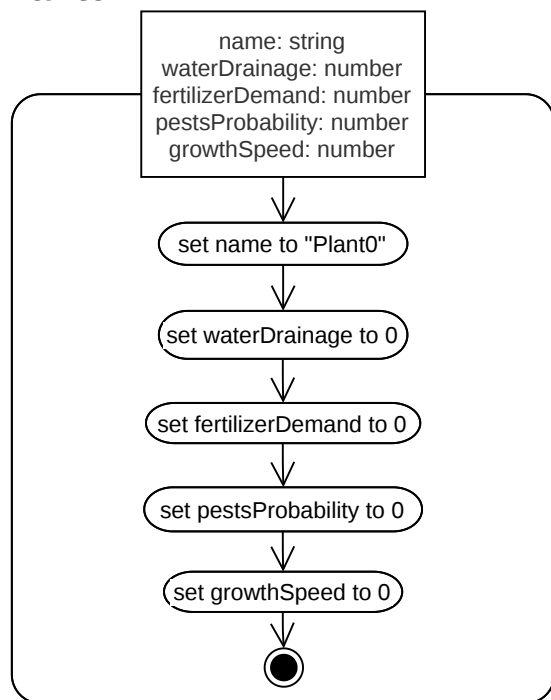
water



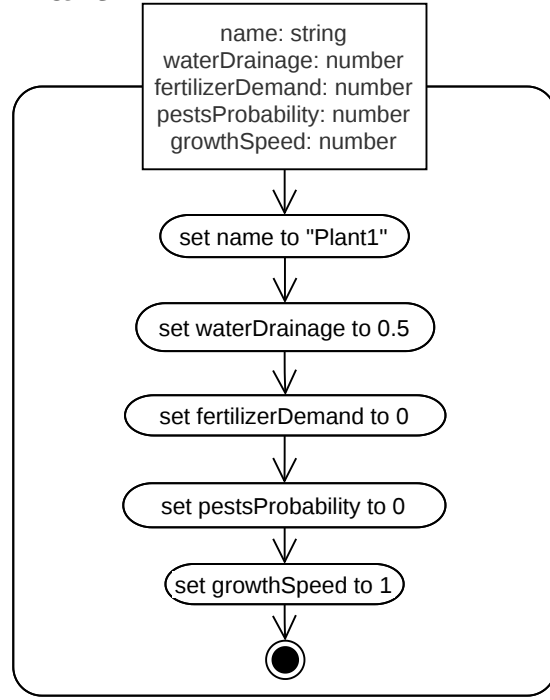
reset



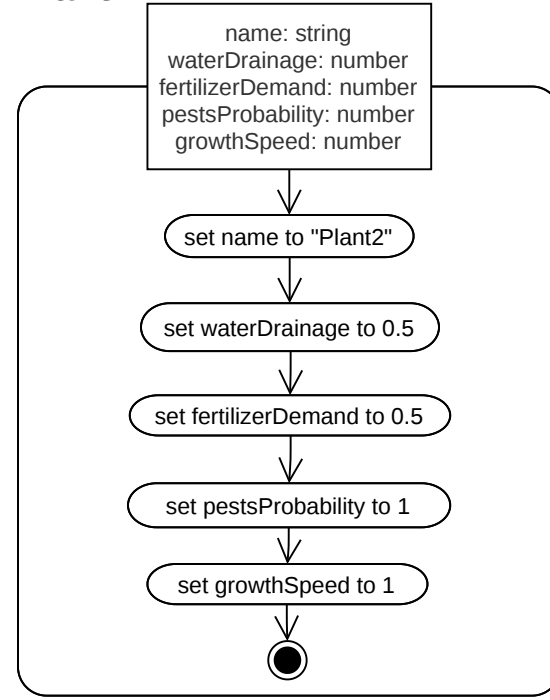
Plant0



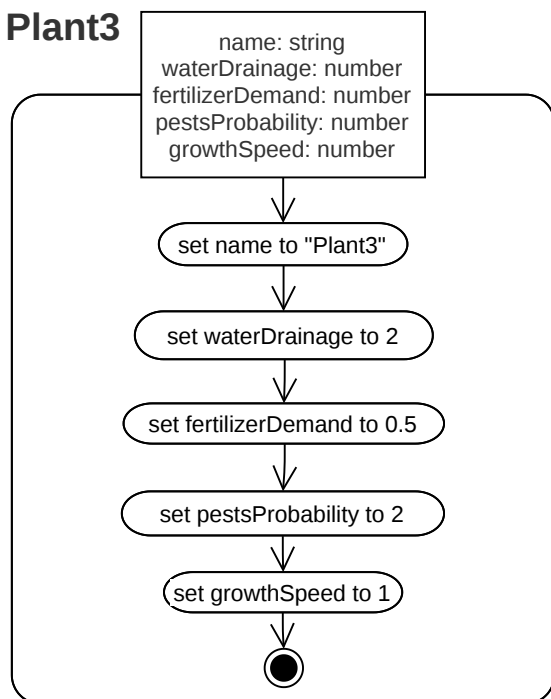
Plant1



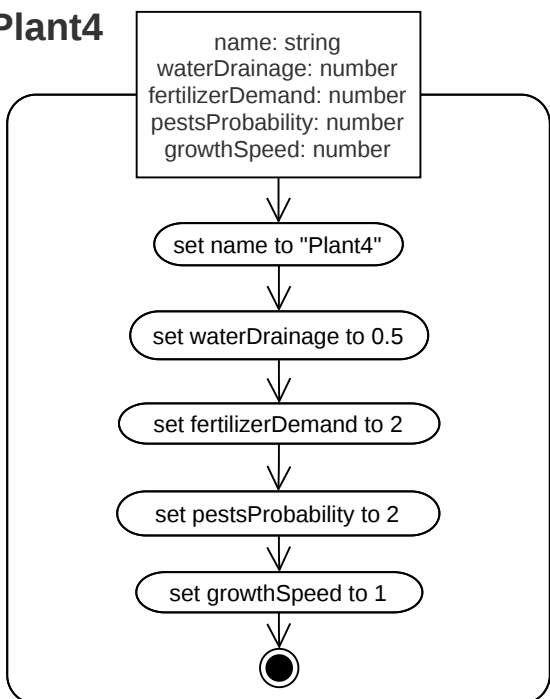
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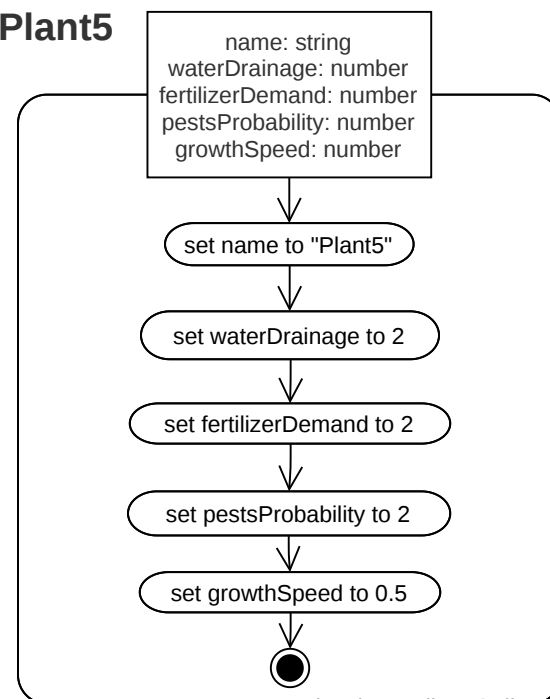
Plant3



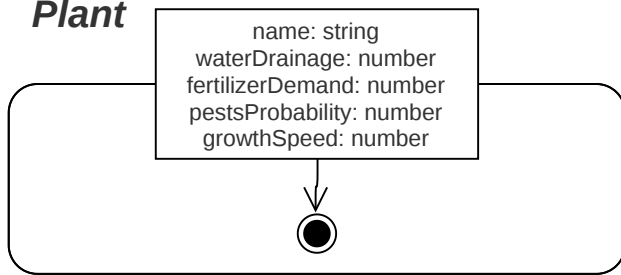
Plant4



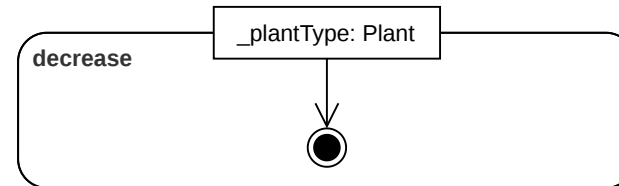
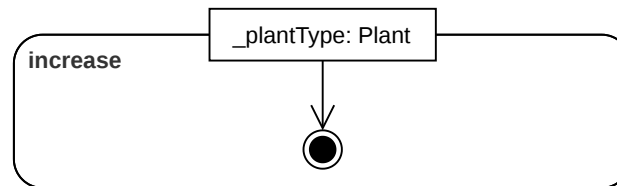
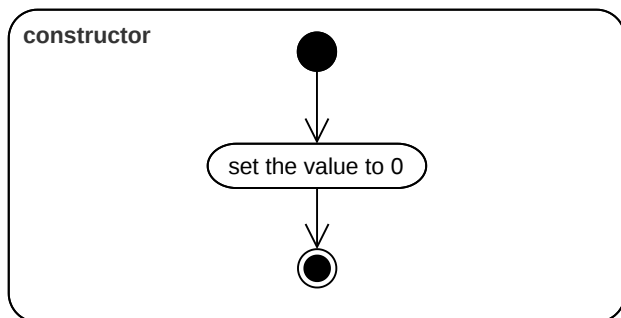
Plant5



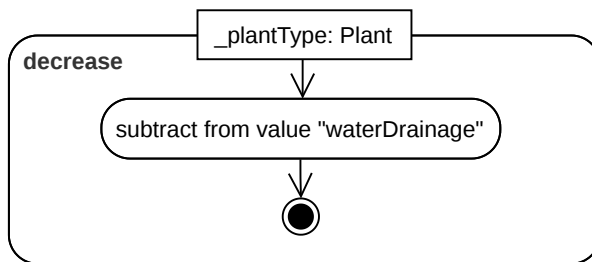
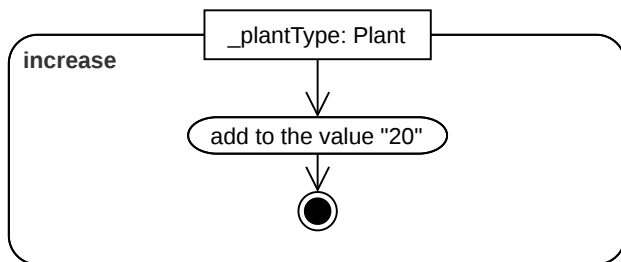
Plant



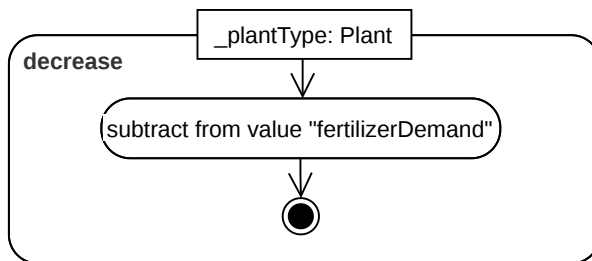
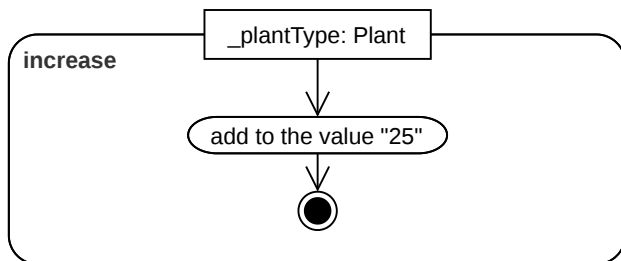
Timebased



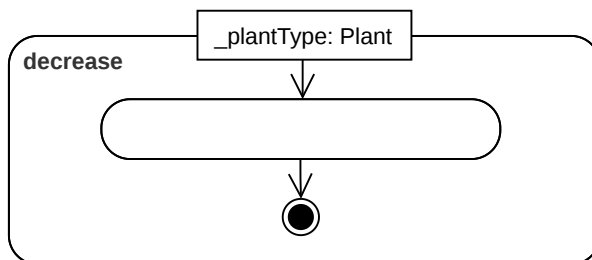
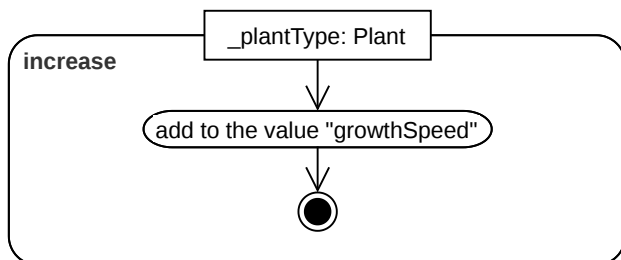
Water



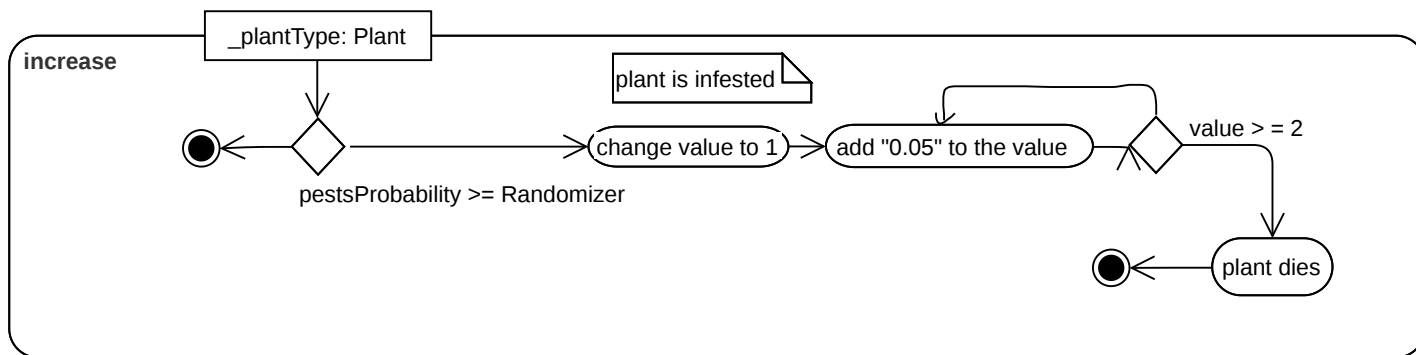
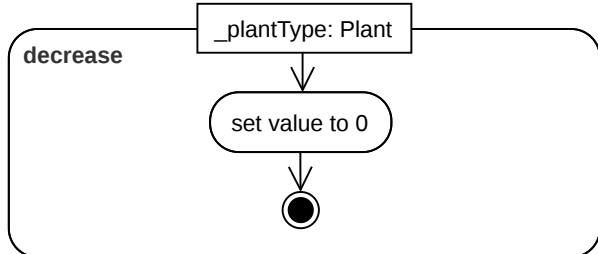
Fertilizer



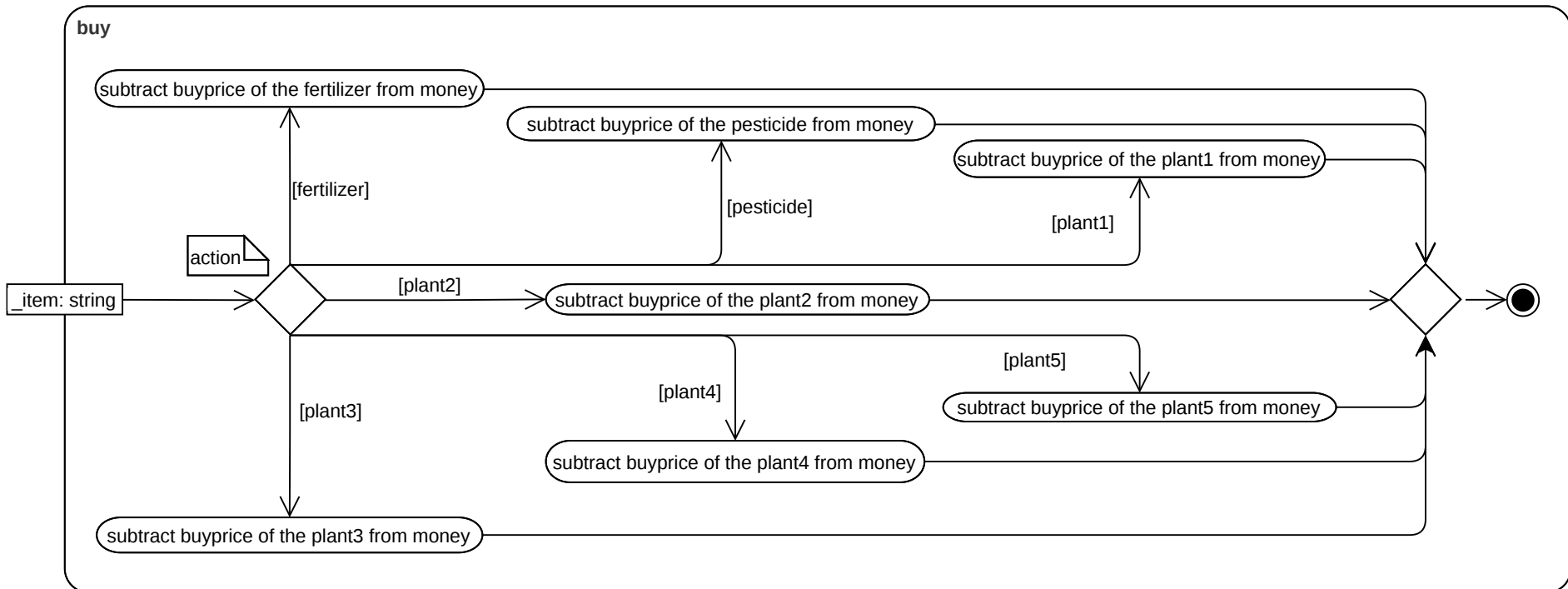
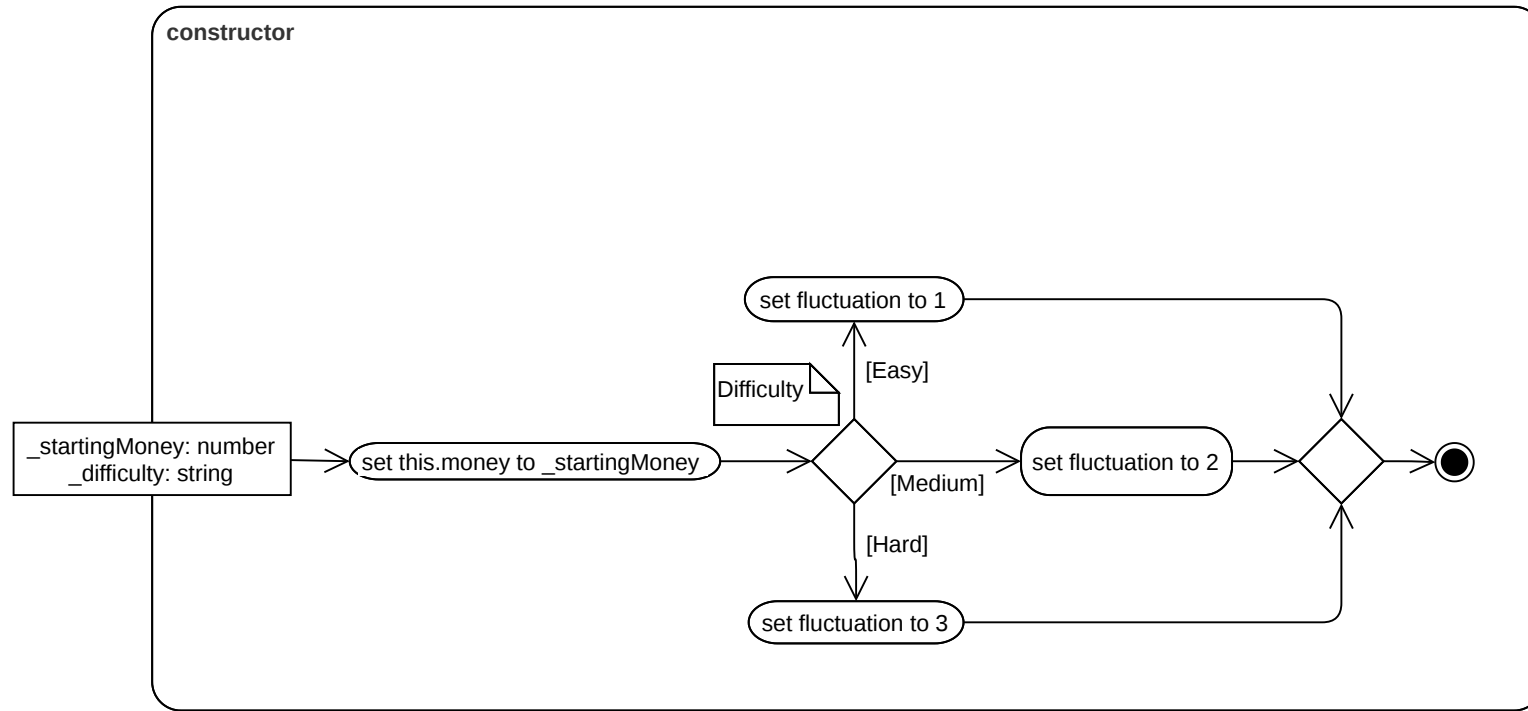
Growth



Pests



Market



Market

