

Woo.java

```
-main(String[] args){  
-Woo Farm = new Woo();  
-Farm.playTurn();}
```

```
-playTurn(){  
-day += 1;  
-dayMethod();}
```

```
-dayMethod(){  
-for each plant{  
adjust growTime  
and health;}}
```

```
-playTurn(){  
-farmReport();}
```

```
-Shows user farm report  
-sets temperature and shows  
-Shows user crops and  
their health
```

```
-PlayTurn(){  
-user chooses crop to  
buy|sell|farm}
```

```
Crop name  
is valid?  
no  
error  
yes
```

```
-user is asked how many  
crops they want to buy
```

```
user can  
afford?  
no  
error  
yes
```

```
crops planted,  
balance  
deducted
```

```
-outputs resulting balance  
and sales made that day
```