CheckIn private: + day: int + month: String + year: int +score: int public: + CheckIn() + CheckIn(int score) + CheckIn(int, String, int, int) + setDay(int): void + setMonth(String): void + setYear(int): void + getDay(): int + getMonth(): String + getYear(): int + getScore(): int + increaseScore(int): int Habit private: + habit: String; Reward + daysPerWeek: int = 1; + lengthOfHabit: int = 6; private: + Vector<CheckIn> checkIn: + Map<int, String> rewards + Reward rewards: public: public: + Reward() + Habit(String) + Reward(int) + Habit(String, int, int) + getReward(): String + setHabit(String): void + setDaysPerWeek(int): void + setLengthOfHabit(int): void + getHabit(): String + getDaysPerWeek(): int + getLengthOfHabit(): int + addCheckIn(CheckIn): void + printCheckInHistory(): void