

# Food Magnate Simulation

## Class Diagram Tasks

Complete each of the following unfinished UML class diagrams. Each one is missing a combination of attributes, subroutines, access modifiers, parameters and return types.

### Household

```
— ChanceEatOutPerDay: float  
# XCoord: _____  
# _____: int  
# ID: _____  
# NextID: int  
  
+ Household(int, int)  
+ GetDetails(): _____  
— GetChanceEatOut(): _____  
+ GetX(): int  
— _____(): _____
```

### Settlement

```
# StartNumberOfHouseholds: _____  
# XSize: _____  
# YSize: _____  
— Households: Household[0..*]  
  
+ Settlement()  
+ GetNumberOfHouseholds(): _____  
+ _____(): int  
+ _____(): int  
— GetRandomLocation(int, int): _____  
+ CreateHouseholds(): _____  
+ AddHousehold(): _____  
— DisplayHouseholds(): void  
+ FindOutIfHouseholdEatsOut(int, int, _____): _____
```

Complete the UML class diagram for the Company class.  
The first attribute and the first subroutine are provided for you.

## Company

# Name: String

+ Company(String, String, float, int, int, float, float)  
+ GetName(): String