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					
+ + +	<pre>init(int, int) GetDetails(): GetChanceEatOut(): GetX(): int():</pre>					

Settlement					
#	StartNoOfHouseholds: XSize: YSize:: list				
+ + + + + + + + + + + + + + + + + + + +	<pre>init() GetNumberOfHouseholds():(): int(): int GetRandomLocation():, CreateHouseholds(): AddHousehold(): DisplayHouseholds(): void FindOutIfHouseholdEatsOut(); , int, int</pre>				

Company						