# 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.

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| **Household** |
| \_\_ ChanceEatOutPerDay: float  # XCoord: \_\_\_\_\_\_  # \_\_\_\_\_\_: int  # ID: \_\_\_\_\_\_  # NextID: int |
| + \_\_init\_\_(int, int)  + GetDetails(): \_\_\_\_\_\_  \_\_ GetChanceEatOut(): \_\_\_\_\_\_  + GetX(): int  \_\_ \_\_\_\_\_\_(): \_\_\_\_\_\_ |

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| **Settlement** |
| # StartNoOfHouseholds: \_\_\_\_\_\_  \_\_ XSize: \_\_\_\_\_\_  \_\_ YSize: \_\_\_\_\_\_  \_\_ \_\_\_\_\_\_\_\_\_\_: list |
| + \_\_init\_\_()  + GetNumberOfHouseholds(): \_\_\_\_\_\_  + \_\_\_\_\_\_(): int  + \_\_\_\_\_\_(): int  + GetRandomLocation(): \_\_\_,\_\_\_  \_\_ CreateHouseholds(): \_\_\_\_\_\_  + AddHousehold(): \_\_\_\_\_\_  \_\_ DisplayHouseholds(): void  + FindOutIfHouseholdEatsOut(\_\_\_\_\_\_): \_\_\_\_\_\_,int,int |

Complete the UML class diagram for the Company class.

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| **Company** |
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