Question5

API Documentation

April 10, 2017

Contents

\mathbf{C}	onter	${f s}$	1
1	Mo	ule BOY	2
	1.1	Variables	2
	1.2	Class BOY	4
		1.2.1 Methods	4
2	Mo	ule COUPLE	
	2.1	Class COUPLE	
		2.1.1 Methods	
		2.1.2 Class Variables	
3	Mo	ule GIFTS	4
	3.1	Variables	4
	3.2	Class GIFTS	
	_	3.2.1 Methods	
		3.2.2 Class Variables	
4	Mo	ule GIRL	Į.
	4.1	Class GIRL	ļ
		4.1.1 Methods	
		4.1.2 Class Variables	

Class BOY Module BOY

1 Module BOY

1.1 Variables

Name	Description
package	Value: None

1.2 Class BOY

1.2.1 Methods

init((self, name, attra	ction, intelligent,	$budget,\ minatr,$	type, status='sing	le')
pairing(self	(girl)				
currentstat	$\mathbf{us}(\mathit{self})$				
statuschan	$\mathbf{ge}(\mathit{self})$				

Class COUPLE Module COUPLE

2 Module COUPLE

2.1 Class COUPLE

2.1.1 Methods

l	init(se	lf, boyfriend,	boy friend type,	girl friend type,	girl friend,	budget,	main budget,
l	boy friend attrac	tion, girlfrier	ndattraction, be	oyfriendint, gir	lfriendint)		

cal(self, before, spent)

2.1.2 Class Variables

Name	Description
pricetag	Value: []
valuetag	Value: []
happiness	Value: 0
compatibility	Value: 0

Class GIFTS Module GIFTS

3 Module GIFTS

3.1 Variables

Name	Description
package	Value: None

3.2 Class GIFTS

3.2.1 Methods

3.2.2 Class Variables

Name Description	
utility	Value: {'W': 100, 'X': 80, 'Y': 50, 'Z': 30}

Class GIRL Module GIRL

4 Module GIRL

4.1 Class GIRL

4.1.1 Methods

init	_(self, name, attraction, intelligent, mainbudget, criteria, type, status='single')
pairing(s	$elf,\ boy)$
currents	$\mathbf{atus}(\mathit{self})$
statuscha	$\mathbf{nge}(\mathit{self})$

4.1.2 Class Variables

Name	Description		
status	Value: 'single'		

Index

```
BOY (module), 2
    BOY.BOY (class), 2
      BOY.BOY.___init___ (method), 2
      BOY.BOY.currentstatus (method), 2
      BOY.BOY.pairing (method), 2
      BOY.BOY.statuschange (method), 2
COUPLE (module), 3
    COUPLE.COUPLE (class), 3
      COUPLE.COUPLE.___init_
                                   __ (method), 3
       COUPLE.COUPLE.cal (method), 3
GIFTS (module), 4
    GIFTS.GIFTS (class), 4
       {\it GIFTS.GIFTS.} \underline{\quad \  } {\it init} \underline{\quad \  } {\it (method)}, \, 4
GIRL (module), 5
    GIRL.GIRL (class), 5
       GIRL.GIRL.___init___ (method), 5
       GIRL.GIRL.currentstatus (method), 5
      GIRL.GIRL.pairing (method), 5
      GIRL.GIRL.statuschange (method), 5
```