

# Question5

## API Documentation

April 10, 2017

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# 1 Module boy

## 1.1 Variables

Name	Description
<code>__package__</code>	<b>Value:</b> None

## 1.2 Class boy

**Known Subclasses:** `geek.Geek`, `generous.Generous`, `miser.Miser`

### 1.2.1 Methods

```
__init__(self, name_boy, attraction_boy, budget_for_girlfriend, intelligence,
          minimum_attraction_required, type_boy)
```

```
set_hn(self, happiness)
```

```
set_gf(self, girlfriend_name)
```

```
change_bud_for_gf(self, budget_for_girlfriend)
```

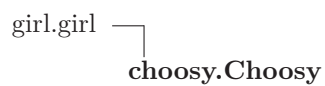
```
chk_elg(self, maintenance_budget_girl, attraction_girl)
```

## 2 Module choosy

### 2.1 Variables

Name	Description
<code>__package__</code>	<b>Value:</b> None

### 2.2 Class Choosy



#### 2.2.1 Methods

<b><code>__init__</code></b> ( <i>self</i> , <i>name_girl</i> , <i>attraction_girl</i> , <i>maintenance_budget_girl</i> , <i>intelligence</i> , <i>type_girl</i> ) Overrides: <code>girl.girl.__init__</code>
--

*Inherited from `girl.girl`(Section 9.2)*

`change_main_bud()`, `chk_elg()`, `set_bf()`, `set_hn()`

### 3 Module couple

#### 3.1 Variables

Name	Description
<code>__package__</code>	<b>Value:</b> None

#### 3.2 Class couple

##### 3.2.1 Methods

<code>__init__(self, boy, girl)</code>
<code>set_comp(self)</code>
<code>set_hn(self)</code>

## 4 Module desperate

### 4.1 Variables

Name	Description
<code>__package__</code>	<b>Value:</b> None

### 4.2 Class Desperate

girl.girl —  
desperate.Desperate

#### 4.2.1 Methods

<b><code>__init__</code></b> ( <i>self</i> , <i>name_girl</i> , <i>attraction_girl</i> , <i>maintenance_budget_girl</i> , <i>intelligence</i> , <i>type_girl</i> ) Overrides: girl.girl. <code>__init__</code>
--

*Inherited from girl.girl(Section 9.2)*

`change_main_bud()`, `chk_elg()`, `set_bf()`, `set_hn()`

## 5 Module essential

### 5.1 Variables

Name	Description
<code>__package__</code>	<b>Value:</b> None

### 5.2 Class Essential

gift.gift —  
essential.Essential

#### 5.2.1 Methods

<code>__init__(self, name_gift, cost, value, type_gift)</code> Overrides: gift.gift. <code>__init__</code>
---

## 6 Module geek

### 6.1 Variables

Name	Description
<code>__package__</code>	<b>Value:</b> None

### 6.2 Class Geek

boy.boy —  
geek.Geek

#### 6.2.1 Methods

<b><code>__init__</code></b> ( <i>self, name_boy, attraction_boy, budget_for_girlfriend, intelligence, minimum_attraction_required, type_boy</i> ) Overrides: boy.boy. <code>__init__</code>
---

*Inherited from boy.boy(Section 1.2)*

`change_bud_for_gf()`, `chk_elg()`, `set_gf()`, `set_hn()`



## 7 Module generous

### 7.1 Variables

Name	Description
<code>__package__</code>	<b>Value:</b> None

### 7.2 Class Generous

boy.boy —  
generous.Generous

#### 7.2.1 Methods

<b><code>__init__</code></b> ( <i>self</i> , <i>name_boy</i> , <i>attraction_boy</i> , <i>budget_for_girlfriend</i> , <i>intelligence</i> , <i>minimum_attraction_required</i> , <i>type_boy</i> ) Overrides: boy.boy. <code>__init__</code>
--

*Inherited from boy.boy(Section 1.2)*

`change_bud_for_gf()`, `chk_elg()`, `set_gf()`, `set_hn()`

## 8 Module gift

### 8.1 Variables

Name	Description
<code>__package__</code>	<b>Value:</b> None

### 8.2 Class gift

**Known Subclasses:** `essential.Essential`, `luxury.Luxury`, `utility.Utility`

#### 8.2.1 Methods

<code>__init__</code> ( <i>self</i> , <i>name</i> , <i>cost</i> , <i>value</i> , <i>type_gift</i> )
---

## 9 Module *girl*

### 9.1 Variables

Name	Description
<code>__package__</code>	<b>Value:</b> None

### 9.2 Class *girl*

**Known Subclasses:** *choosy.Choosy*, *desperate.Desperate*, *normal.Normal*

#### 9.2.1 Methods

```
__init__(self, name_girl, attraction_girl, maintence_budget_girl,
intelligence, type_girl)
```

```
set_hn(self, happiness)
```

```
set_bf(self, boyfriend)
```

```
change_main_bud(self, mainte)
```

```
chk_elg(self, budget_for_girlfriend)
```

## 10 Module *luxury*

### 10.1 Variables

Name	Description
<code>__package__</code>	<b>Value:</b> <code>None</code>

### 10.2 Class *Luxury*

`gift.gift` —  
`luxury.Luxury`

#### 10.2.1 Methods

<code>__init__</code> ( <i>self</i> , <i>name_gift</i> , <i>cost</i> , <i>value</i> , <i>type_gift</i> ) Overrides: <code>gift.gift.__init__</code>
--

## 11 Module main

### 11.1 Functions

<code>log_maker(<i>write</i>)</code>
--------------------------------------

<code>cal_hn(<i>H</i>)</code>
-------------------------------

<code>h_c(<i>H</i>, <i>k</i>)</code>
--------------------------------------

<code>gs(<i>gifts</i>, <i>p</i>)</code>
---

<code>mr(<i>gifts</i>, <i>x</i>)</code>
---

<code>geek(<i>gifts</i>, <i>c</i>)</code>
---

<code>g_dt(<i>H</i>)</code>
-----------------------------

<code>tt()</code>
-------------------

### 11.2 Variables

Name	Description
__package__	<b>Value:</b> None

## 12 Module miser

### 12.1 Variables

Name	Description
<code>__package__</code>	<b>Value:</b> None

### 12.2 Class Miser

boy.boy └─  
          **miser.Miser**

#### 12.2.1 Methods

<b><code>__init__</code></b> ( <i>self, name_boy, attraction_boy, budget_for_girlfriend, intelligence, minimum_attraction_required, type_boy</i> ) Overrides: boy.boy. <code>__init__</code>
---

***Inherited from boy.boy(Section 1.2)***

`change_bud_for_gf()`, `chk_elg()`, `set_gf()`, `set_hn()`

## 13 Module normal

### 13.1 Variables

Name	Description
<code>__package__</code>	<b>Value:</b> None

### 13.2 Class Normal

girl.girl —  
normal.Normal

#### 13.2.1 Methods

<code>__init__(self, name_girl, attraction_girl, maintenance_budget_girl, intelligence, type_girl)</code> Overrides: girl.girl.__init__
--

*Inherited from girl.girl(Section 9.2)*

`change_main_bud()`, `chk_elg()`, `set_bf()`, `set_hn()`

## 14 Module util

### 14.1 Functions

<code>create_util()</code>
----------------------------

### 14.2 Variables

Name	Description
<code>__package__</code>	<b>Value:</b> None



## 15 Module utility

### 15.1 Variables

Name	Description
<code>__package__</code>	<b>Value:</b> None

### 15.2 Class Utility

gift.gift —  
utility.Utility

#### 15.2.1 Methods

<code>__init__</code> ( <i>self</i> , <i>name</i> , <i>cost</i> , <i>value</i> , <i>type__gift</i> )
Overrides: gift.gift. <code>__init__</code>

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