

GeekBoys
-name -attractiveness -intelligenceLevel -budget -reqAttraction -committed
+getName() +setName() +getAttractiveness() +setAttractiveness() +getIntelligenceLevel() +setIntelligenceLevel() +getBudget() +setBudget() +setReqAttraction() +getReqAttraction() +happiness() +getCommitted() +setCommitted()

GenerousBoys
-name -attractiveness -intelligenceLevel -budget -reqAttraction -committed
+getName() +setName() +getAttractiveness() +setAttractiveness() +getIntelligenceLevel() +setIntelligenceLevel() +getBudget() +setBudget() +setReqAttraction() +getReqAttraction() +happiness() +setCommitted() +getCommitted()

MiserBoys
-name -attractiveness -intelligenceLevel -budget -reqAttraction -committed
+getName() +setName() +getAttractiveness() +setAttractiveness() +getIntelligenceLevel() +setIntelligenceLevel() +getBudget() +setBudget() +getReqAttraction() +setReqAttraction() +happiness() +getCommitted() +setCommitted()

ChoosyGirls
-name -attractiveness -intelligenceLevel -budget -reqAttraction -committed
+getName() +setName() +getAttractiveness() +setAttractiveness() +getMaintainenceCost() +setMaintainenceCost() +getIntelligenceLevel() +setIntelligenceLevel() +getCommitted() +setCommitted()

DesperateGirls
-name -attractiveness -IntelligenceLevel -budget -reqAttraction -committed
+getName() +setName() +getAttractiveness() +setAttractiveness() +getMaintainenceCost() +setMaintainenceCost() +getIntelligenceLevel() +setIntelligenceLevel() +getCommitted() +setCommitted()

NormalGirls
-name -attractiveness -intelligenceLevel -budget -reqAttraction -committed
+getName() +setName() +getAttractiveness() +setAttractiveness() +getMaintainenceCost() +setMainteainenceCost() +getIntelligenceLevel() +setIntelligenceLevel() +getCommitted() +setCommitted()

EssentailGifts
-name -price -value
+getName() +setName() +getPrice() +setPrice() +getValue() +setValue()

LuxuryGifts
-name -price -value -luxuryRating -difficultyRating
+getName() +setName() +getPrice() +setPrice() +getValue() +setValue() +getLuxuryRating() +setLuxuryRating() +getDifficultyRating() +setDifficultyRating()

UtilityGifts
-name -price -value -utilityValue
+getName() +setName() +getPrice() +setPrice() +getValue() +setValue() +getUtilityValue() +setUtilityValue()

Relationship
-boyName -girlName -compatibleRating -happinessRating
+getBoyName() +setBoyName() +getGirlName() +setGirlName() +getCompatibleRating() +setCompatibleRating() +getHappinessRating() +setHappinessRating()

GiftRecord
-boyName -girlName -name
+getName() +setName() +getBoyName() +setBoyName() +getGirlName() +setGirlName()