

desperate_girl
-name_id: string -attractiveness: int -happiness: int -maintenance_cost: double -q: int -status: char -criteria: char -commit_type: string -commit_to: string +desperate_girl(name_id: string, attractiveness: int, maintenance_cost: double, q: int, criteria: char) +get_name(): string +get_maint_cost(): double +get_attract(): int +get_happiness(): int +get_q(): int +get_status(): char +get_criteria(): char +get_commit_type(): string +get_commit_to(): string +set_happiness(happiness: int): void +change_status(status: char): void +change_status(status: char, commit_to: string): void +can_commit(budget: double): int

miser_boy
-name_id: string -attractiveness: int -min_attractiveness_req: int -happiness: int -budget: double -q: int -status: char -commit_type: string -commit_to: string +miser_boy(name_id: string, attractiveness: int, min_attractiveness_req: int, budget: double, q: int) +get_name(): string +get_budget(): double +get_attract(): int +get_min_attract_req(): int +get_happiness(): int +get_q(): int +get_status(): char +get_commit_type(): string +get_commit_to(): string +set_happiness(happiness: int): void +change_status(status: char): void +change_status(status: char, commit_to: string): void +change_commit_type(type: string): void +can_commit(maintenance_cost: double, attractiveness: int): int

luxury_gift
-name: string -price: float -value: int -rating: int -difficulty: int +luxury_gift(name: string, price: float, value: int, rating: int, difficulty: int) +get_name(): string +get_price(): float +get_value(): int +get_rating(): int +get_difficulty(): int

choosy_girl
-name_id: string -attractiveness: int -happiness: int -maintenance_cost: double -q: int -status: char -criteria: char -commit_type: string -commit_to: string +choosy_girl(name_id: string, attractiveness: int, maintenance_cost: double, q: int, criteria: char) +get_name(): string +get_maint_cost(): double +get_attract(): int +get_happiness(): int +get_q(): int +get_status(): char +get_criteria(): char +get_commit_type(): string +get_commit_to(): string +set_happiness(happiness: int): void +change_status(status: char): void +change_status(status: char, commit_to: string): void +can_commit(budget: double): int

normal_girl
-name_id: string -attractiveness: int -happiness: int -maintenance_cost: double -q: int -status: char -criteria: char -commit_type: string -commit_to: string +normal_girl(name_id: string, attractiveness: int, maintenance_cost: double, q: int, criteria: char) +get_name(): string +get_maint_cost(): double +get_attract(): int +get_happiness(): int +get_q(): int +get_status(): char +get_criteria(): char +get_commit_type(): string +get_commit_to(): string +set_happiness(happiness: int): void +change_status(status: char): void +change_status(status: char, commit_to: string): void +change_commit_type(type: string): void +can_commit(budget: double): int

generous_boy
-name_id: string -attractiveness: int -min_attractiveness_req: int -happiness: int -budget: double -q: int -status: char -commit_type: string -commit_to: string +generous_boy(name_id: string, attractiveness: int, min_attractiveness_req: int, budget: double, q: int) +get_name(): string +get_budget(): double +get_attract(): int +get_min_attract_req(): int +get_happiness(): int +get_q(): int +get_status(): char +get_commit_type(): string +get_commit_to(): string +set_happiness(happiness: int): void +change_status(status: char): void +change_status(status: char, commit_to: string): void +change_commit_type(type: string): void +can_commit(maintenance_cost: double, attractiveness: int): int

utility_gift
-name: string -price: float -value: int -utility_value: int -utility_class: string +utility_gift(name: string, price: float, value: int, utility_value: int, utility_class: string) +get_name(): string +get_price(): float +get_value(): int +get_utility_value(): int +get_utility_class(): string

geek_boy
-name_id: string -attractiveness: int -min_attractiveness_req: int -happiness: int -budget: double -q: int -status: char -commit_type: string -commit_to: string +geek_boy(name_id: string, attractiveness: int, min_attractiveness_req: int, budget: double, q: int) +get_name(): string +get_budget(): double +get_attract(): int +get_min_attract_req(): int +get_happiness(): int +get_q(): int +get_status(): char +get_commit_type(): string +get_commit_to(): string +set_happiness(happiness: int): void +change_status(status: char): void +change_status(status: char, commit_to: string): void +change_commit_type(type: string): void +can_commit(maintenance_cost: double, attractiveness: int): int

essential_gift
-name: string -price: float -value: int +essential_gift(name: string, price: float, value: int) +get_name(): string +get_price(): float +get_value(): int

couple
-happiness: int -compatibility: int +couple: boy & girl +gifts: gift_basket +get_happiness(): int +get_compatibility(): int +set_happiness(): void +set_compatibility(): void

gift_basket
-total_cost: double -essential: vector<essential_gift> -luxury: vector<luxury_gift> -utility: vector<utility_gift> +gift_basket() +get_total_cost(): double +add_cost(cost: double): void

boy
-name_id: string -attractiveness: int -min_attractiveness_req: int -happiness: int -budget: double -q: int -status: char -commit_type: string -commit_to: string +boy() +boy(name_id: string, attractiveness: int, min_attractiveness_req: int, budget: double, q: int, commit_type: string, commit_to: string) +get_name(): string +get_budget(): double +get_attract(): int +get_min_attract_req(): int +get_happiness(): int +get_q(): int +get_status(): char +get_commit_type(): string +get_commit_to(): string +set_happiness(gift_cost: double, girl_happiness: int, girl_q: int): void +change_status(status: char): void +change_status(status: char, commit_to: string): void +can_commit(maintenance_cost: double, attractiveness: int): int +copy(copy_boy: geek_boy &): void

girl
-name_id: string -attractiveness: int -happiness: int -maintenance_cost: double -q: int -status: char -criteria: char -commit_type: string -commit_to: string +girl() +girl(name_id: string, attractiveness: int, maintenance_cost: double, q: int, criteria: char, commit_type: string, commit_to: string) +get_name(): string +get_maint_cost(): double +get_attract(): int +get_happiness(): int +get_q(): int +get_status(): char +get_criteria(): char +get_commit_type(): string +get_commit_to(): string +set_happiness(gift_cost: double, gift_value: int): void +change_status(status: char): void +change_status(status: char, commit_to: string): void +can_commit(budget: double): int +copy(copy_girl: normal_girl &): void

