# Question2

## API Documentation

## February 25, 2017

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Class Boy Module boy

## 1 Module boy

### 1.1 Variables

Name	Description
package	Value: None

### 1.2 Class Boy

defines a Boy

#### 1.2.1 Methods

init(self, name, attr_rating, budget, intel_level, attr_requirement, types)	
initialises attributes	

isElligible(self, girl)
test if a girl is elligible for a particular boy

checkStatus(self)
check status of a boy

changeStatus(self)
changes status of a girl

giftMiser(self, girl, gift)
calculates returns gifts that a miser boy will give

giftGenerous(self, girl, gift)
calculates returns gifts that a generous boy will give

giftGeeks(self, girl, gift)
calculates returns gifts that a geek boy will give

#### 1.2.2 Class Variables

Name	Description
boy_number	Value: 0

Variables Module driver

## 2 Module driver

## 2.1 Functions

$\mathbf{calGift}(girl,\ boy,\ gift)$
returns gift list for a particular couple

calculates girl's hapiness

${\bf calBoy Happiness}(girl,\ boy,\ gift)$	
calculate boy's happiness	

## 2.2 Variables

Name	Description
boycsv	Value: open('boy.csv')
girlcsv	Value: open('girl.csv')
giftcsv	Value: open('gift.csv')
readBoy	Value: <_csv.reader object>
readGirl	Value: <_csv.reader object>
readGift	Value: <_csv.reader object>
В	Value: [ <boy.boy object="">, <boy.boy object="">,</boy.boy></boy.boy>
	<boy.boy object="">, <b< th=""></b<></boy.boy>
G	Value: [ <girl.girl object="">, <girl.girl object="">,</girl.girl></girl.girl>
	<girl.girl objec<="" th=""></girl.girl>
gift	Value: [ <gift.gift object="">, <gift.gift object="">,</gift.gift></gift.gift>
	<gift.gift objec<="" th=""></gift.gift>
count	Value: 14
k	Value: 1
С	Value: [( <boy.boy object="">, <girl.girl object="">,</girl.girl></boy.boy>
	[ <gift.gift objec<="" th=""></gift.gift>
package	Value: None
b	Value: <boy.boy object=""></boy.boy>
С	Value: ( <boy.boy object="">, <girl.girl object="">,</girl.girl></boy.boy>
	[ <gift.gift object<="" th=""></gift.gift>
coupleCompat	Value: 663
coupleHappiness	Value: 0.0
g	Value: <gift.gift object=""></gift.gift>
giftlist	Value: [ <gift.gift object="">, <gift.gift object="">,</gift.gift></gift.gift>
	<gift.gift objec<="" th=""></gift.gift>
i	Value: <gift.gift object=""></gift.gift>
row	Value: ['Gift9', '69', '48', 'Utiltiy']

Variables Module generate

# 3 Module generate

## 3.1 Functions

writeToCsv(Data, filename)
writes to a csv

generator()
generates random data to be written to csv files

## 3.2 Variables

Name	Description
package	Value: None

Class Gift Module gift

# 4 Module gift

## 4.1 Variables

Name	Description
package	Value: None

## 4.2 Class Gift

defines a gift

### 4.2.1 Methods

|--|

Class Girl Module girl

## 5 Module girl

### 5.1 Variables

Name	Description
package	Value: None

### 5.2 Class Girl

defines a girl

#### 5.2.1 Methods

init(self, name, attr_rating, main_budget, intel_level, types)		
intialises attributes		

isElligible(self, boy)
test if a boy is elligible for a particular girl

checkStatus(self)
check status of a girl

changeStatus(self)
changes status of a girl

happinessChoosy(self, gift)
calculate happiness for a choosy girl

happinessNormal(self, gift)
calculate happiness for a normal girl

#### 5.2.2 Class Variables

Name	Description
girl_number	Value: 0

Variables Module logger

# 6 Module logger

## 6.1 Functions

$\mathbf{logger}(write)$
utility for logging

## 6.2 Variables

Name	Description
package	Value: None

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