

```
couple_info {
  boyfriend : String
  girlfriend : String
  happiness_of_boy : int
  happiness_of_girl : int
  budget_of_boy : int
  budget_of_girl : int
  attract_boy : int
  attract_girl : int
  intelligence_level : int
  compatibility : int
  index_of_boyfriend : int
  index_of_girlfriend : int
  couples_info {
    name : String, b_happiness : int, b_budget : int, b_attract : int, b_intell : int, b_index : int, g_name : String, g_happiness : int, g_budget : int, g_attract : int, g_intell : int, g_index : int
    static_happiness : int
    static_compatibility : int
    relation_status : String
    boyfriend_name : String
    girlfriend_name : String
    happiness_level : int
    min_attraction_requirement : int
    boy_type : String
    girl_type : String
    boy(name : String, attractiveness : int, maintenance_budget : int, intelligence_level : int, min_attraction_requirement : int, boy_type : String)
    set_happiness(happiness : int) : void
    set_girlfriend(name : String) : void
    set_boyfriend(name : String) : void
    set_commitment() : void
    break_up_boy() : void
  }
}
```

```
boy {
  name : String
  attractiveness : int
  budget : int
  intelligence_level : int
  relation_status : String
  boyfriend_name : String
  girlfriend_name : String
  happiness_level : int
  min_attraction_requirement : int
  boy_type : String
  girl_type : String
  boy(name : String, attractiveness : int, maintenance_budget : int, intelligence_level : int, min_attraction_requirement : int, boy_type : String)
  set_happiness(happiness : int) : void
  set_girlfriend(name : String) : void
  set_boyfriend(name : String) : void
  set_commitment() : void
  break_up_boy() : void
}
```

```
girl {
  name : String
  attractiveness : int
  maintenance_budget : int
  intelligence_level : int
  relation_status : String
  boyfriend_name : String
  girlfriend_name : String
  happiness_level : int
  min_attraction_requirement : int
  girl_type : String
  boy_type : String
  girl(name : String, attractiveness : int, maintenance_budget : int, intelligence_level : int, min_attraction_requirement : int, girl_type : String)
  set_happiness(happiness : int) : void
  set_boyfriend(name : String) : void
  set_girlfriend(name : String) : void
  set_commitment() : void
  break_up_girl() : void
}
```

```
find_girlfriend {
  find_girlfriend_func(boys : String[], girls : girl[], couples : couple_info[], total_boys : int, total_girls : int, total_couples : int) : void
}
```

```
find_girlfriend_array {
  find_girlfriend_func(boys : String[], girls : girl[], couples : couple_info[], total_boys : int, total_girls : int, total_couples : int) : void
}
```

```
find_girlfriend_hashmap {
  find_girlfriend_func(boys : String[], girls : girl[], couples : couple_info[], total_boys : int, total_girls : int, total_couples : int) : void
}
```

```
find_girlfriend_sorted_array {
  find_girlfriend_func(boys : String[], girls : girl[], couples : couple_info[], total_boys : int, total_girls : int, total_couples : int) : void
  sort_couples(couples : couple_info[], total_couples : int) : void
}
```

```
oz {
  total_couples : int = 0
  total_boys : int = 0
  total_girls : int = 0
  total_attraction : int = 0
  min_attraction : String() : void
  couples_match(man : boy[], women : girl[], couples : couple_info[]) : int
}
```

```
input {
  input(boys : boy[], girls : girl[], total_boys : int, total_girls : int)
}
```