```
costlygifts
~essentialgifts price : int
~essentialgifts value: int
~price1: int
~luxurygifts_value: int
~luxurygifts rating : int
~luxurygifts_difficulty:int
~utilitygifts price : int
~utilitygifts class: int
~utilitygifts utyvalue:int
~utilitygifts_value : int
~gifttype : int
+costlygifts(ess: int, value: int, type: int)
+costlygifts(lux: int, rating: int, value: int, diff: int)
+costlygifts(price: int, utyvalue: int, value: int, clss: int, type: int)
```

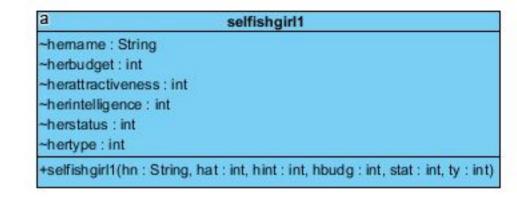
+compatibility(k : int, h1 : String, h2 : String)

```
rabnebnadijodi1
+main(args : String[], nob : int, nog : int) : void
```

```
makecouple 1
~smartgirl : String
~dumbboy : String
~id: int
+makecouple1(hi: String, ho: String, id1: int)
```

happyness

		~happy: int ~s1: String
a	compatibility	~s2 : String
~comp : int		+happyness(k : int, h1 : String, h2 : String
~str1 : String		
~str2 : String		



mainfunction1 +main(args : String[]) : void