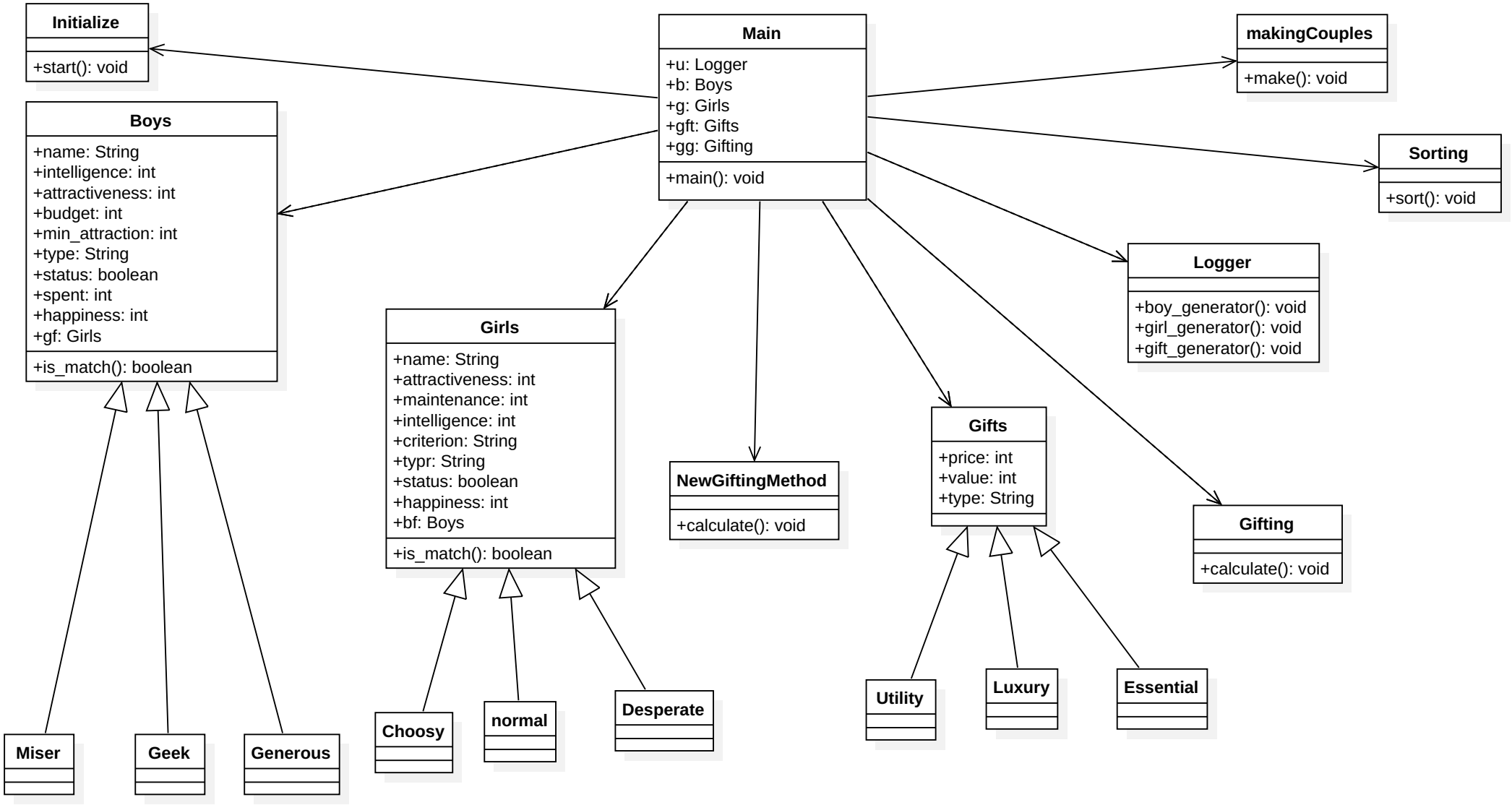
Model::Main


Initialize
+start(): void
Main
+u: Logger
+b: Boys
+g: Girls
+gft: Gifts
+gg: Gifting
+main(): void
makingCouples
+make(): void
Sorting
+sort(): void
Boys
+name: String
+intelligence: int
+attractiveness: int
+budget: int
+min_attraction: int
+type: String
+status: boolean
+spent: int
+happiness: int
+gf: Girls
+is_match(): boolean
Logger
+boy_generator(): void
+girl_generator(): void
+gift_generator(): void
Girls
+name: String
+attractiveness: int
+maintenance: int
+intelligence: int
+criterion: String
+typr: String
+status: boolean
+happiness: int
+bf: Boys
+is_match(): boolean
NewGiftingMethod
+calculate(): void
Gifts
+price: int
+value: int
+type: String
Gifting
+calculate(): void
Miser
Geek
Generous
Choosy
normal
Desperate
Utility
Luxury
Essential