Logger

+couple logger(couple) +gift logger(gift basket,boy,girl)

Reader

+readfile(name)

Generator

+boy generator(name, num) +girl generator(name,num) +gift generator(name,num)

GiftLuxury

+price: int GiftEssential +value: int +lux rating: int +lux diff: int

GiftUtility

+price: int +value: int +util value: int +util class: int

+price: int +value: int

BoyGeek

+name: string +attrac: int +intel: int +budget: int +min attrac reg: int +happiness: float +amount spent: int +status: bool +partner: string +qift func(fem,qifts) +calc happiness(fem)

BoyGenerous

+name: string +attrac: int +intel: int +budget: int +min attrac req: int +happiness: float +amount spent: int +status: bool +partner: string +gift func(fem,gifts) +calc happiness(fem)

BoyMiser

+name: string +attrac: int +intel: int +budget: int +min attrac reg: int +happiness: float +amount spent: int +status: bool +partner: string +qift func(fem,qifts) +calc happiness(fem)

Couple

+boy name: string +girl name: string +happiness: float +compatibility: float +happy gift(boy,girl,gifts) +calc compatibility(boy,girl) +calc happiness(boy,girl)

CoupleMaker

+make couple(girl,boys,gifts,couples)

Utility

+str to bool(s)

GirlChoosy

+name: string +attrac: int +intel: int +cost: int

+criterion: string +happiness: float +aift recv: int +status: bool +partner: string

+calc happiness(gift basket)

GirlDesperate

+name: string +attrac: int +intel: int +cost: int +criterion: string +happiness: float

+aift recv: int +status: bool +partner: string

+calc happiness(gift basket)

GirlNormal

+name: string +attrac: int +intel: int +cost: int

+criterion: string +happiness: float +aift recv: int +status: bool +partner: string

+calc happiness(gift basket)