

boy
-name: string -attractiveness: int -intelligence: int -budget: int -minattr: int -committed: int -type: int
+setName(char[]): void +setAttractiveness(int): void +setIntelligence(int): void +setBudget(int): void +setCommitted(int): void +setMinattr(int): void +setType(int): void +getName(): char* +getAttractiveness(): int +getIntelligence(): int +getBudget(): int +getMinattr(): int +isCommitted(): int +getType(): int

girl
-name: string -attractiveness: int -maintenance: int -criteria: int -committed: int -type: int
+setName(char[]): void +setAttractiveness(int): void +setMaintenance(int): void +setIntelligence(int): void +setCriteria(int): void +setCommitted(int): void +setType(int): void +getName(): char* +getAttractiveness(): int +getMaintenance(): int +getIntelligence(): int +getCriteria(): int +isCommitted(): int +getType(): int

couple
-happiness: int -comp: int -gname: string -bname: string
+setHappiness(int): void +setComp(int): void +setGname(char[]): void +setBname(char[]): void +getHappiness(): int +getComp(): int +getGname(): char* +getBname(): char*

gift
-price: int -value: int -type: int
+setPrice(int): void +setValue(int): void +setType(int): void +getPrice(): int +getValue(): int +getType(): int