# couples

```
+gf_name : int;
+bf name: int;
+gf_happi : int;
+bf_happi:int;
+bf_attrativeness: int;
+gf_attractivess :int;
+budget : int;
+maintanance: int;
+gf_intelligence :int;
+bf_intelligence: int;
+bf_type:int;
+gf_type: int;
+happiness :int;
+compatibility: int;
```

### boy

+name:int;

+intelligence: int;

+attractiveness: int;

+budget: int;

+happiness: int;

+type: int;

+booked: int;

+valantine: int:

boy()

### rand

getRandomNumberInRange (min :int,max : int) :void getRandomFNumberInRange (min :int,max : int) :void

q\_1

q(girl[]g, boy[]b)

## girl

+name: int;

+intelligence: int;

+attractiveness: int;

+maintenance: int;

+happiness: int;

+type: int;

+paired: int;

+criteria: int:

girl( i : int);

### main

main(String[] args)