Ppl_q6

+static void main(String[] args)

Function

- -String fName
- -FileReader fReader
- -BufferedReader bufferedReader
- -String singleLineData

- +ArrayList<Boy> getBoys()
- +ArrayList<Girl> getGirls()
- +ArrayList<Gift> getGifts()
- +ArrayList<Couple> make_pair(ArrayList<Girl> g, ArrayList<Boy> b)
- +ArrayList<ArrayList<Gift>> print_gift_basket(ArrayList<Gift> gifts, ArrayList<Couple> couple)
- +void assignNew(ArrayList<Couple> coupleArray, ArrayList<Boy> boyArray, ArrayList<Girl> giftArray, int t)
- +void sort(ArrayList<Couple> c, int type)

Gift

- +int price
- +int value
- +int type

Couple

- +Boy b
- +Girl g
- +float happiness
- +float compatibility
- +ArrayList<Gift> gifts

- +Couple()
- +void final_comptibility(Girl g1, Boy b1)
- +void final_happiness(float h1, float h2)

Boy

- +String name
- +int status
- +int attractiveness
- +int budget
- +int min_attr_req
- +int intelligence
- +int type

- +int check(Girl g)

UtilityGift

- +int u_value
- +int u_class

LuxuryGift

- +int luxury_rating
- +int diff

Girl

- +String name
- +int status
- +int attraction
- +int maint_budget
- +int intelligence
- +int type
- +int criteria

- +int check(Boy b)

Geeks

- -float happiness
- -float money_spent

- +Geeks()
- +int check_gift(Gift gift)
- +int check_luxury(Gift g)
- +float final_happiness(Girl g)

Generous

- -float happiness
- -float money_spent

- +Generous()
- +int check_gift(Gift gift)
- +void final_happiness(float h)

ChoosyGirl

- +float happiness

- +ChoosyGirl()
- +void Calculate_happiness(float a)
- +float final_happiness()

NormalGirl

- -float happiness

- +NormalGirl()
- +void Calculate_happiness(float a)
- +float final_happiness()

Miser

- -float happiness
- -float money_spent

- +Miser()
- +int check_gift(Girl g, Gift gift)
- +float final_happiness()

DesperateGirl

- -float happiness

- +DesperateGirl()
- +void Calculate_happiness(float a)
- +float final_happiness()