










InvalidNumberFormatException		
InvalidNumberFormatException(int)		
InvalidNumberFormatException(String)		
InvalidNumberFormatException()		
InvalidNumberFormatException(Scenario)		
InvalidNumberFormatException(Location)		
InvalidNumberFormatException(Resident)		
scenario		Scenario
location		Location
resident		Resident
setLocation(Location)		void
setResident(Resident)		void
getScenario()		Scenario
getLocation()		Location
getResident()		Resident
setScenario(Scenario)		void

AttributeSurvivalRatio	
AttributeSurvivalRatio(String, double)	
survivalRatio	double
attributeName	String
getAttributeName()	String
compareTo(AttributeSurvivalRatio)	int
getSurvivalRatio()	double

```
graph LR
    Resident --> ageCategory
    subgraph ageCategory
        CHILD
        ADULT
        BABY
        SENIOR
    end
    Resident -- valueOf(String) --> ageCategory
```

The diagram illustrates the relationship between the `Resident` class and the `ageCategory` enum. The `Resident` class has a field `ageCategory` of type `ageCategory`. The `ageCategory` enum has four values: `CHILD`, `ADULT`, `BABY`, and `SENIOR`. The `Resident` class also has a method `valueOf(String)` that returns an `ageCategory`.

InvalidCharacteristicException		
		InvalidCharacteristicException(Scenario)
		InvalidCharacteristicException(String)
		InvalidCharacteristicException()
		InvalidCharacteristicException(int)
		InvalidCharacteristicException(Resident)
		InvalidCharacteristicException(Location)
		scenario
		resident
		location
		setScenario(Scenario)
		setLocation(Location)
		getScenario()
		getLocation()
		getResident()
		setResident(Resident)

```
RescueLog
RescueLog()
writeToCSV(String, Scenario, Boolean) void
```

InvalidDataFormatException		
InvalidDataFormatException(String)		
InvalidDataFormatException(int)		
InvalidDataFormatException()		
InvalidDataFormatException(Scenario)		
InvalidDataFormatException(Location)		
InvalidDataFormatException(Resident)		
scenario		Scenario
location		Location
resident		Resident
getScenario()		Scenario
setLocation(Location)		void
setResident(Resident)		void
getResident()		Resident
setScenario(Scenario)		void
getLocation()		Location

```
InvalidInputException
InvalidInputException()
InvalidInputException(String)
```

Scenario		
⌕	Scenario(String)	
⌕	Scenario(String, ArrayList<Location>)	
f	disaster	String
f	rescuedLocation	int
f	locations	ArrayList<Location>
f	isSimulation	boolean
⌕	setDisaster(String)	void
⌕	setLocations(ArrayList<Location>)	void
⌕	setRescuedLocation(int)	void
⌕	setSimulation(boolean)	void
⌕	isSimulation()	boolean
⌕	getDisaster()	String
⌕	getLocations()	ArrayList<Location>
⌕	getLocation(int)	Location
⌕	getRescuedLocation()	int
⌕	presentScenario()	void

RescueBot		
TT	RescueBot()	
f	SIMULATION_LOG_PATH	String
f	IS_TRESPASSING	double
f	HUMAN_SCORE	double
f	USER_LOG_PATH	String
TT	displayMainMenu(Scanner, ScenarioService, String, String, String)	
TT	main(String[])	void
TT	decide(Scenario)	Location
TT	printHelpAndExit()	void
TT	getScenarioCount(Scanner)	int
TT	simulation(ScenarioService, String)	void