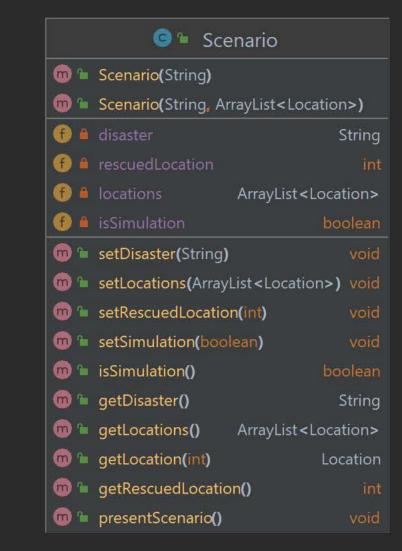


m = valueOf(String) ageCategory





```
InvalidNumberFormatException(int)
InvalidNumberFormatException(String)
m InvalidNumberFormatException()
m InvalidNumberFormatException(Scenario)
m InvalidNumberFormatException(Location)
m InvalidNumberFormatException(Resident)

⊕ a scenario

                                  Scenario
f a location
                                 Location
Resident
m = setLocation(Location)
m = setResident(Resident)
m = getScenario()
                                 Scenario
m = getLocation()
                                  Location
getResident()
                                 Resident
m = setScenario(Scenario)
```





	😉 🌤 RandomScenario	
6 •	RandomScenario()	
10 a	AUTO_GENERATED_PROFESSION	String[]
10 4	LONGITUDE_DIRECTION	Character[]
10 a	AUTO_GENERATED_DISASTER	String[]
10 .	AUTO_GENERATED_BODYTYPE	String[]
19 a	LATITUDE_DIRECTION	Character[]
10 🛔	AUTO_GENERATED_SPECIES	String[]
10 a	AUTO_GENERATED_GENDER	String[]
@	randomScenarioGeneration(ArrayList < Scenario	>) void
6	randomCharacter()	Resident
⋒ ≜	randomLocation()	Location
6	randomScenario(ArrayList < Scenario > , Random	, int) void
m la	randomScenarioGeneration(ArrayList < Scenario	>, int) void

	©	
@ •	RescueBot()	
10 a	SIMULATION_LOG_PATH	String
30 a	IS_TRESPASSING	double
10 A	HUMAN_SCORE	double
10 a	USER_LOG_PATH	String
@ •	displayMainMenu(Scanner, ScenarioService, String,	String, String)
50 %	main(String[])	void
@	decide(Scenario)	Location
	printHelpAndExit()	void
@ •	getScenarioCount(Scanner)	int
@	simulation(ScenarioService, String)	void

```
AttributeSurvivalRatio

AttributeSurvivalRatio(String, double)

SurvivalRatio double

attributeName String

attributeName() String

compareTo(AttributeSurvivalRatio) int

getSurvivalRatio() double
```

RescueLog() writeToCSV(String, Scenario, Boolean) void			
m writeToCSV(String, Scenario, Boolean) void	6	RescueLog()	
	@ •	writeToCSV(String, Scenario, Boolean)	void

G 1	InvalidInputException
6	InvalidInputException()
@	InvalidInputException(String)