High School 2.0
UML diagram

**Woo**

- int day
- boolean gameOver
- String userStr
- Student player
- Int type
- int eventCnt

+ void newGame()
+ void playTurn(Student user)
+ void quiz()
+ boolean changeDay()
+ void endGame(Student user, int day)
+ Int userInputInt(int low, int high)
+ void clearScreen()

**Student**

+ String name
+ double socialStat
+ double popularity
+ int friendCount
+ int physHealth
+ int mentHealth
+ int intelligence
+ String[] sceneDay1,2,3, 4

+ void setName(String newname)
// mutators for all other attributes
+ String printStats()
+ double score()

**FindingBrown**

- int[][] rooms
- int _c
- int _r

+ void play()
+ Void print2()

**NumberGame**

- lo
- hi
- guessCtr
- target
+ att

+ void play()
+ void playRec()
+ void playIter()

**Each subclass of Student has different values of inherited instvars.**

**Student**

**Goth**
// extends Student
//attributes and mutator methods specific to persona
* 4 scene arrays (other days)
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**Weirdo**
// extends Student
//attributes and mutator methods specific to persona
* 4 scene arrays (other days)
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**Athlete**
// extends Student
//attributes and mutator methods specific to persona
* 4 scene arrays (other days)
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**Nerd**
// extends Student
//attributes and mutator methods specific to persona
* 4 scene arrays (other days)
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**Thespian**
// extends Student
//attributes and mutator methods specific to persona
* 4 scene arrays (other days)
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