<<Java Class>> myTamagotchi (default package)

- WIDTH: int {readOnly} - HEIGHT: int {readOnly} # petUp: BufferedImage # feedIcon: BufferedImage

petAge: JLabelpetAgenum: JLabelpetHappiness: JLabelpetHappinessnum: JLabel

petEnergy: JLabelpetEnergynum: JLabelpetHunger: JLabel

- petHungernum: JLabel

+ petConsolemessage: JLabel

petState: JPanel
petControls: JPanel
petVisuals: JPanel
petConsole: JPanel
statusPanel: JPanel

- petControlButtons: JPanel

- petFeed: JButton - petSleep: JButton

petPlay: JButton
petPictures: JLabel

+ yodaPics: ImageIcon[]

+ yodaPics: ImageIcon[] + happiness: int

+ happinessMax: int + happinessIncrease: int

+ happinessDecrease: int

+ hunger: int + hungerMax: int

+ hungerIncrease: int

+ hungerDecrease: int + energy: int

+ energyMax: int

+ energyIncrease: int + energyDecrease: int

+ age: int + alive: boolean

+ paint(Graphics): void

+ setPetIconState(int): void

+ myGUI(String, String[], String[], String[]): void

+ myTamagotchi(String, String[], String[], String[])

+ main(String[]): void

+ play(): void + eat(): void + cycle(): void + sleep(): void

+ randomEvent(): void

<< Java Class>> eventHandler

- eventHandler()

+ mouseClicked(MouseEvent): void

+ mouseEntered(MouseEvent): void

+ moiseExited(MouseEvent): void + mousePressed(MouseEvent): void

+ mouseReleased(MouseEvent): void