UNREGISTERED	UNREGISTERED	UNREGISTERED	UNREGISTERED	UNREGISTERED	UNREGISTERED UN	REGISTERED UN	NREGISTERED	UNREGISTERED	UNREGISTERED	UNREGISTERE	UNREGISTERED
UNREGISTERED											
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UNREG Model1::ClassDiagram1											
UNREGISTERED							VRE("""	Chalk			
UNREGISTERED							-saved: bool	ED			
UNREGISTERED							-style_stack: std deque <int> -text_buffer: std stringstream</int>	chalk: Chalk&): friend stri ostream&			
UNREGISTERED							+operator plus(str: const std stri	ng&, chalk: Chalk&): friend std string			
UNREGISTERED							+operagor plus(Args args): std +operator equal(other: Chalk&): +operator std string()				
UNREGISTERED							+operator call(Args args): std : +Chalk() +Chalk(other: const Chalk&)	string			
UNREGISTERED							+addStyle(code: int): Chalk& +disableClean(): Chalk&	ED			
UNREGISTERED							+save(): Chalk +restart(): void +rgb(r: int, g: int, b: int): Chalk&	ED			
UNREGISTERED					UNR	RED UN	+rgb(rgb: uint32_t): Chalk& +code(code: int): Chalk& +hex(hex: const std string&): Ch	alkš ED			
UNREGISTERED					-store: std vector <material*> -cart: std map<material*; int=""> -last_refresh: std chrono time_point<std chro<="" td=""><td>REDUN</td><td>+fgReset(Args args): Chalk&amp; +_Cores_(Args args): Chalk&amp; +bgRgb(r: int, g: int, b: int): Chal</td><td>ŧ<sub>D</sub></td><td></td><td></td><td></td></std></material*;></material*>	REDUN	+fgReset(Args args): Chalk& +_Cores_(Args args): Chalk& +bgRgb(r: int, g: int, b: int): Chal	ŧ <sub>D</sub>			
UNREGISTERED					-ass_refresh_rate: std chrono duration <double> -store_capacity: int</double>		+bgHex(hex: const std string&): +bgCode(code: int): Chalk&	Chalk&			
UNREGISTERED					+listStore(): void +addToCart(index: int): void	RED UN	+bgReset(Args args): Chalk& +bg_Cores_(Args args): Chal -formatter const(): std string	TI.			
UNREGISTERED					+removeFromCart(index: int): void +getCart(): std map <material*; int="">&amp; +getCartCost(): int</material*;>	RED UN	-hex2rgb(hex: const std string& -concat(T&& arg, Args&& args	code: const int): void ): void			
UNREGISTERED					+finalizeBuy(warehouse: Warehouse*, smithy +finalizeMaterialSell(warehouse: Warehouse +finalizeCraftSell(warehouse: Warehouse*, s	ty: Smithy*): void e*, smithy: Smithy*): void smithy: Smithy*): void	NREGISTERED				
UNREGISTERED					+clearCart(): void -depleteStore(): void -stockUpStore(): void	RED UN	NREGISTERED	UNREGIS	Material RED		
UNREGISTERED					-stock(pstore(): void -updateStore(): void	IKEUISTERED UN	NREGISTERED	-quantidade: int	< std string>		
UNREGISTERED					UNREGISTERED UN	REGISTERED UN	NREGISTERED	-colors: const std vec -source: const std ver -texture: const std ve	ctor< std string>		
UNREGISTERED					UNREGISTERED UN	REGISTERED UN	NREGISTERED	UNREGIS -element: const std vi	ector< std strings ector< std strings vector< std strings		
UNREGISTERED				UNREGISTERED	UNREGISTERED UN	REGISTERED UN	NREGISTERED	-baseMaterial: const -modifierMaterial: cor	std vector< std string>		
UNREGISTERED				<u>UNREGISTER</u> ED	UNKEUD	Warehouse	NREGISTERED	UNREGIS +virtual getCost(): int	t0: int	Iten	ERED
UNREGISTERED				Smithy -name: std string	UNREGS -crafted: std vector <crafted*> -materials: std vector<material< td=""><td>s: unsigned int, default crafts: unsigned int)</td><td>REGISTERED</td><td>+generateMaterial(): +generateRandomMi</td><td>std string aterial(): std string</td><td>#nome: std string #desc: std string #qualidade: int</td><td>ERED</td></material<></crafted*>	s: unsigned int, default crafts: unsigned int)	REGISTERED	+generateMaterial(): +generateRandomMi	std string aterial(): std string	#nome: std string #desc: std string #qualidade: int	ERED
UNREGISTERED				-coins: int -exp: int -level: int	+listMaterials const(): void		NREGISTERED	UNREGISTERED	UNREGISTERED	#dice_gen: std mt19937 +Item(nome: const std string&, desc: con	st std string&, qualidade: int)
UNREGISTERED				+getCoins const(): int +addCoins(coins: const int): void	+removeMaterial(index: size_f +removeCrafted(index: consts +getCrafted const(index: const	st size t): const Craft&	NREGI\$TERED	UNREGISTERED	UNREGISTERED	+Item(nome: const std string&, desc: cor +virtual setNome(nome: const std string& +virtual setDescricao(desc: const std stri	ng&); yoid
UNREGISTERED				+subtractCoins(coins: const int): bool	+getMaterial const(index: const +clearMaterials(): void +clearCrafted(): void	st size_t): const Material&	NREGISTERED	UNREGISTERED	UNREGISTERED	+virtual setQualidade(qualidade: int): voi +virtual getCost const(): int +getNome const(): std string	ERED
UNREGISTERED				UNREGISTERED	+addMaterial(material: Materia +addCrafted(crafted: Craft*): v	alt): void void	NRECHSTERED	LINREGISTERED	UNREGISTERED	+getDescricao const(): std string +getQualidade const(): int +randomQuality(): void	ERED
UNREGISTERED				UNREGISTERED	UNREGISTERED UN	IREGISTERED UN	NREGISTERES	-categories: std vector	Craft  e <std string=""></std>	+getRandomAttribute(attributeList: const +uniformDice(max: int): int	std vector <std string="">&amp;): std string</std>
UNREGISTERED				UNREGIS ERED	NREGISZERED UN	IREGISTERED UN	NREGISTERED	-legacy: const std vect -style: const std vect -enhancement: const	std vector <std string=""></std>		
UNREGISTERED				UNREGISTERED	UNRECISTERED UN	IREGISTERED UN	NRI/GISTI/RED	-material: const std vi -alignment: const std -effect: const std vect	vector <std string=""> or<std string=""></std></std>		
UNREGISTERED				UNREGISTERED	UNPEGISTERED UN	+printItem(item: const Item&): void	onsole	origin: const std vect- category_idx: uint8_ +Craft(material: cons	t std strings, qualidade: int)		
UNREGISTERED				GameModel -gameState: EnumGameState	REGISTERED UN	+printMarketItem(item: const Item&): void +printCraft(craft: const Craft&): void +displayItem(item: const Item&): std string		+setCategory(index:	size_t): void		
UNREGISTERED				-smithy: Smithy* -market: Market* -warehouse: Warehouse*	REGISTERED UN	+displayCraft(craft: const Craft&): std string +displayMarketItem(item: const Item&): std string +displayMoney(cost: const int): std string	ing	+virtual getCost cons +randomName(): std +randomCraft(): std s -getCategoryModifier			
UNREGISTERED				+update(): void +oetGameState const(): EnumGam	State	-getItemFormat(item: const Item&): std string -getCategoryFormat(craft: const Craft&): std str	ring	REGIS -getCategoryModifier	const(): float;		
UNREGISTERED				+getBalance const(): int +marketBuyltem(id: int): void	REGISTERED UN	<ul> <li>-getCostFormat(item: const Item&amp;): std string</li> <li>-getField(name: const std string&amp;, width: int, co-getField(name: const std string&amp;, width: int, co</li> </ul>	ontent: const std string&): std string ontent: const std string&, style: Chalk*): std stri	REGISTERED			
UNREGISTERED				+applyMarketBuy(): void +sellMaterial(input: const std string& +sellCrafted(input: const std string& +createNewItem(mat_id: const int):	void REGISTERED UN	-trim(text: const std string&, maxLenght: int): st	td string	REGISTERED			
UNREGISTERED				+createNewItem(mat_id: const int): +isGameOver const(): bool	RESISTERED UN	REGISTERED UN	«enumeration» EnumGameState				
UNREGISTERED					UNREGISTERED UN	IREGISTERED U	MENU WORKSHOP				
UNREGISTERED					UNR GISTER UN	IREGISTERED UN	MERCHANT BUY SELL OVER	GameView			
UNREGISTERED					UNRESTERED Gam	TOTO LEVEL OF	92	meState: EnumGameState splayTitle const(): void			
UNREGISTERED					UNREGISTERED THOUSAND	KEGISTERED OF	VK E G 15 1 +di	splayEnd const(): void splayGameScreen const(): void splayGameOver const(): void			
UNREGISTERED					UNREGISTERED UN	REGISTERE UN	VREGISTERED +d	splayMenu const(): void splayWorkshop const(): void splayWorkshop const(): void			
UNREGISTERED					-model: GameModel*	) Ur	VKEGIS ELECTION	splayBuy const(): void splaySell const(): void			
					-view: GameView* -warn_invalid_option: stc -warn_only_numbers: sti	td string	+friendship ERED +di	splayBalance const(balance: int): void			
UNREGISTERED					+getUserInput(): const st +processUserInput(input	ut: const std string); void					
					+isWholeNumber(input: -processMenuInput(input: -processMenuInput(input:	const std string&): bool ut: const short&): void					
UNREGISTERED					-processMerchantInput(i -processBuyInput(input:	(input: const short&): void : const short&): void					
UNREGISTERED					-processCreateItem(): voi	oid of					
					-moveToSmithy(): void -moveToBuy(): void -moveToSell(): void						
					-setGameState(nameSta	ut. Colist sid stilligj. silott					
					UNKEGIS I EKED UK	TREGISTERED UI					