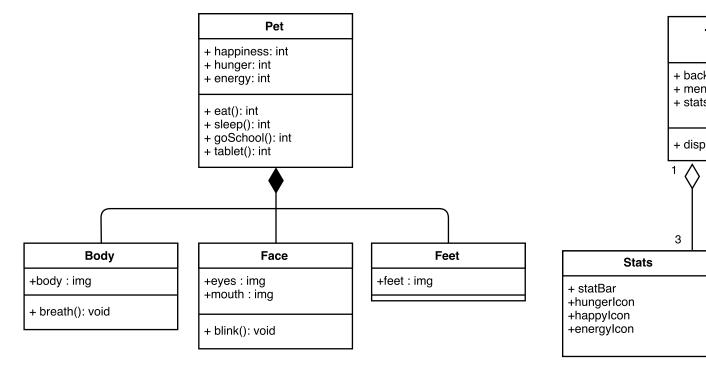
Class Diagram

A general class diagram for the system.



Events

- + day: bool
- + tabletEvent: bool
- + schoolEvent: bool
- + triggerEvent(int): bool

Modifer

- + modApple: int
- + modSleep: int
- + modSchool: int
- + modTablet: int
- + changeHappy(int): int
- + changeHunger(int): int
- + changeEnergy(int): int

Animations

- + eating: bool
- + sitting: bool
- + sleeping: bool
- + school: bool
- + watching: bool
- + eating(): void
- + sitting(): void + sleeping(): void
- + school(): void + watching(): void

