**NPC Super class**

Attributes

* Int NPCID
* String NPCName
* String NPCGender
* Int NPCAge

Methods

* NPCEnterStore() {If this doesn’t work throw an exception}
* NPCClicked() {If this doesn’t work throw an exception}
* NPCMakeAnOpinion () {If this doesn’t work throw an exception}
* NPCDisplayAnOpinion(){If this doesn’t work throw an exception}
* NPCLeaveStore() {If this doesn’t work throw an exception}

Setters

* + String NPCName
  + String NPCGender
  + Int NPCAge

Getters

* + Int NPCID
  + String NPCName
  + String NPCGender
  + Int NPCAge

**Book Super class**

Attributes

* Int BookID
* String BookName
* Int BookCopiesOwned
* String BookGenre {May make this into a sub class to allow for different genres to have different attributes}
* Bool BookIsHardBack
* Int BookPageCount
* Int BookChapterCount
* Bool BookIsIllustrated
* Int BookBuyingPrice
* Int BookRecommendRetailPrice

Methods

Setters

* + String BookName
  + Int BookCopiesOwned
  + String BookGenre
  + Bool BookIsHardBack
  + Int BookPageCount
  + Int BookChapterCount
  + Bool BookIsIllustrated
  + Int BookBuyingPrice
  + Int BookRecommendRetailPrice

Getters

* + Int BookID
  + String BookName
  + Int BookCopiesOwned
  + String BookGenre
  + Bool BookIsHardBack
  + Int BookPageCount
  + Int BookChapterCount
  + Bool BookIsIllustrated
  + Int BookBuyingPrice
  + Int BookRecommendRetailPrice