

Human	
messagePrinter	MessagePrinter
Human(MessagePrinter)	
toString()	String
equals(Object)	boolean
hashCode()	int
eat(FoodSource, Storage)	void
cleanUp(Storage)	void
washTheDishes(Storage)	void
getName()	String

House	
messagePrinter	MessagePrinter
owner	Human
storage	Storage
foodSource	FoodSource
House(MessagePrinter, Human, Storage, FoodSource)	
toString()	String
equals(Object)	boolean
hashCode()	int
passDay()	void

Storage	
addItem(Item)	void
getStatus()	String
getItems()	Item[]

Floor	
items	Item[]
itemsCount	int
Floor()	
addItem(Item)	void
getStatus()	String
getItems()	Item[]
toString()	String
equals(Object)	boolean
hashCode()	int

Spruts	
isExists	boolean
Spruts(MessagePrinter)	
equals(Object)	boolean
hashCode()	int
toString()	String
eat(FoodSource, Storage)	void
cleanUp(Storage)	void
washTheDishes(Storage)	void
getName()	String

SprutsHouse	
isExist	boolean
SprutsHouse(MessagePrinter, Human, Storage, FoodSource)	
toString()	String
equals(Object)	boolean
hashCode()	int
passDay()	void

MessagePrinter	
print(String)	void
print(int)	void

FoodSource	
getNewDish()	Item

Item	
getName()	String

PrintMode	
PRINT	
PRINTLN	
values()	PrintMode[]
valueOf(String)	PrintMode

PrinterToConsole	
printMode	PrintMode
PrinterToConsole()	
PrinterToConsole(PrintMode)	
toString()	String
equals(Object)	boolean
hashCode()	int
print(String)	void
print(int)	void
setMode(PrintMode)	void

Cupboard	
names	String[]
equals(Object)	boolean
toString()	String
hashCode()	int
random(int)	int
newItem()	Item
getNewDish()	Item

Dish	
name	String
Dish(String)	
getName()	String
toString()	String
equals(Object)	boolean
hashCode()	int

Main	
main(String[]) void	