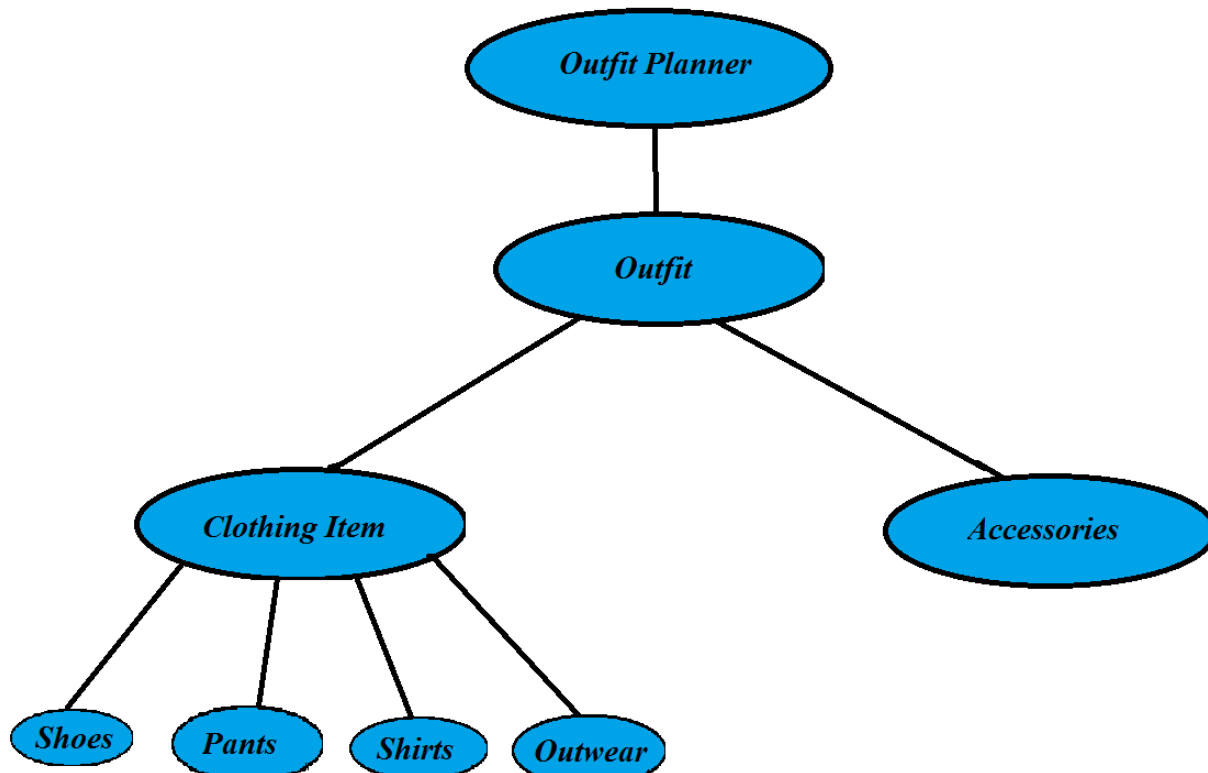


### Part 3



- This picture above is the object hierarchy. In **OutfitPlanner**, that is where the whole checking and generating an outfit happens. The **Outfit** class is where a lot of Boolean functions are made to check for different things of the outfit and it branches off to **accessories** and **clothingItem**. **ClothingItem** is the super class to all the different item classes (shirts, pants...etc.).
- The characteristics needed in each clothing/accessory item are whether the clothing item should have a fancy item, is the clothing item or accessory is fancy and is it plain
- The rules to determine if an outfit is a good one is done in an **if**, and **else if** statements. **If** the outfit is fancy and has a fancy item it will be good. **Else if** the outfit is not fancy and doesn't have a fancy item, it isn't plain, not green and blue are mixing, they are all not the same colour, and no tie and jeans mix.