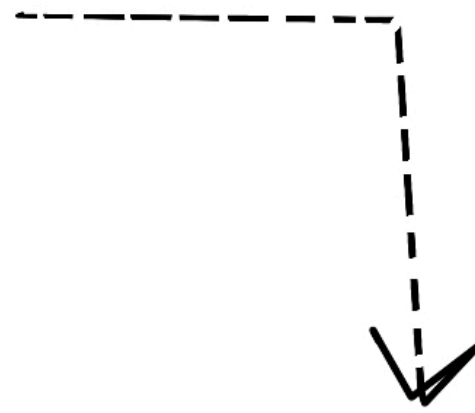


## PlanRecommendation

Int budget (user input)  
String place (user input)



## Plan

String activity  
String place  
Int budget

get Activity()  
get Place()  
get Budget()



left to do:

- create a loop so user can continue getting new recs until they quit

• possibility:

- add each rec (until user quits) to list of "activity ideas" for user

## PlanOptions

ArrayList<Plan> plans

get Activity place (place)  
get Activity Budget (budget)  
get Rec (places, budgets)



- possibility:
  - add more layers?
  - solo vs group activity
  - user interests