main

~ArrayList<Object> boys
~ArrayList<Object> girls
~ArrayList<Couple> couples
-javax.swing.JTextField boy_loc
-javax.swing.JTextField girl_loc
-javax.swing.JButton jButton2
-javax.swing.JButton jButton3
-javax.swing.JButton jButton4
-javax.swing.JButton jButton5
-javax.swing.JButton jButton6
-javax.swing.JButton jButton7
-javax.swing.JFileChooser jFileChooser
-javax.swing.JLabel jLabel1
-javax.swing.JLabel jLabel2
-javax.swing.JLabel jLabel4
-javax.swing.JLabel jLabel5
-javax.swing.JMenu jMenu1
-javax.swing.JMenu jMenu2
-javax.swing.JMenuBar jMenuBar1
-javax.swing.JMenuItem jMenuItem1
-javax.swing.JMenuItem jMenuItem2
-javax.swing.JMenuItem jMenuItem3
-javax.swing.JPanel jPanel1
-javax.swing.JScrollPane jScrollPane1
-javax.swing.JSeparator jSeparator1
-javax.swing.JSeparator jSeparator2
-javax.swing.JPopupMenu.Separator jSeparator3
-javax.swing.JTextArea log
-javax.swing.JComboBox<String> task

+main()
-// <editor-fold defaultstate="collapsed" desc="Generated Code">//GEN-BEGIN:initComponents void initComponents()
-void jButton4ActionPerformed(java.awt.event.ActionEvent evt)
-void jButton3ActionPerformed(java.awt.event.ActionEvent evt)
-void jButton2ActionPerformed(java.awt.event.ActionEvent evt)
-void jMenu2ActionPerformed(java.awt.event.ActionEvent evt)
-void jMenuItem3ActionPerformed(java.awt.event.ActionEvent evt)
-void jMenuItem1ActionPerformed(java.awt.event.ActionEvent evt)
-void jButton5ActionPerformed(java.awt.event.ActionEvent evt)
-void jFileChooserActionPerformed(java.awt.event.ActionEvent evt)
-void jButton6ActionPerformed(java.awt.event.ActionEvent evt)
-void jButton7ActionPerformed(java.awt.event.ActionEvent evt)
-void jMenuItem2ActionPerformed(java.awt.event.ActionEvent evt)
~String randomName()
~int randomInt(int max)
~Double randomDouble(Double max, Double min)
~String getTimeStamp()
+static void main(String args)