Farm

- -playerName: String
- -roundNumber: int
- -moneyTotal: double
- -plantList: ArrayList<Plant>
- +ProcessRound
- +GetMoneyTotal: double
- +GetRoundNumber: int
- +ShowPlantInventory

Plant

- #quantity: int
- #maturityRounds: int
 #spaceRequired: double
 #moneyEarned: double
- +Plant
- +checkPlantProgress
- +toString: String

Carrot

- -marketPrice: double
- +Carrot(quantity: int)
- +checkPlantProgress: double
- +toString: String

Watermelon

- -marketPrice: double
- +Watermelon(quantity: int)
- +checkPlantProgress: double
- +toString: String

Corn

- -marketPrice: double
- +Corn(quantity: int)
- +checkPlantProgress: double
- +toString: String

Potato

- -marketPrice: double
- +Potato(quantity: int)
- +checkPlantProgress: double
- +toString: String

Tomato

- -marketPrice: double
- +Tomato(quantity: int)
- +checkPlantProgress: double
- +toString: String