

© Philosopher

(f) 🔒	TIME_IT_TAKES_TO_EAT	int
(f) 🔒	servings	int
(f) 🔒	attending	boolean
(f) 🔒	isEating	boolean
(f) 🔒	name	String
(f) 🔒	leftChop	TSChopstick
(f) 🔒	rightChop	TSChopstick
(f) 🔒	philThread	Thread

(m) 🔒	tryToEat()	void
(m) 🏠	startPhil()	void
(m) 🏠	stopPhil()	void
(m) 🏠	run()	void
(m) 🏠	isEating()	boolean
(m) 🏠	getServings()	int
(m) 🏠	getName()	String
(m) 🏠	getLeftChop()	TSChopstick

© Symposium

Ⓣ	🔒	<i>NUM_PHILOSOPHERS</i>	<i>int</i>
Ⓣ	🔒	<i>phils</i>	List<Philosopher>
Ⓣ	🔒	<i>chopsticks</i>	List<TSChopstick>
Ⓜ	🔒	<i>getNumPhilosophers()</i>	<i>int</i>
Ⓜ	🔒	<i>checkWhosEating()</i>	List<Philosopher>
Ⓜ	🔒	<i>checkUsedChopsticks()</i>	List<TSChopstick>
Ⓜ	🔒	<i>getPhilosophers()</i>	List<Philosopher>
Ⓜ	🔒	<i>getChopsticks()</i>	List<TSChopstick>
Ⓜ	🔒	<i>makePhilosophers()</i>	<i>void</i>
Ⓜ	🔒	<i>makeChopsticks()</i>	<i>void</i>
Ⓜ	🔒	<i>invitePhilosophers()</i>	<i>void</i>
Ⓜ	🔒	<i>tellThemToLeave()</i>	<i>void</i>

© DinnerGUI

(f)	🔒	<i>DINNER_TIME</i>	int
(f)	🔒	<i>PHILOSOPHER_RADIUS</i>	int
(f)	🔒	<i>dinner</i>	Symposium
(f)	🔒	<i>PHILOSOPHER_GAP_ANGLE</i>	int
(f)	🔒	<i>TABLE_RADIUS</i>	int
(f)	🔒	<i>philosophers</i>	List<Philosopher>
(f)	🔒	<i>NUM_PHILOSOPHERS</i>	int
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(m)	🔒	<i>main</i> (String[])	void
(m)	🔒	<i>drawChopstick</i> (Graphics2D, int, int, int, int)	void
(m)	?	<i>paintComponent</i> (Graphics)	void
(m)	🔒	<i>drawPhilosopher</i> (Graphics2D, int, int, String, int, Color)	void

© TSChopstick

(f)	🔒	<i>name</i>	String
(f)	🔒	<i>Used</i>	boolean
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(m)	🔒	<i>release</i> ()	void
(m)	🔒	<i>isUsed</i> ()	boolean
(m)	🔒	<i>acquire</i> ()	boolean

