## **Event** -event\_id: Integer +t: Float +func: Function -id itr: Integer +\_\_init\_\_(t: Float, func: Function): Event +\_\_gt\_\_(other: Event): Bool + ge (other: Event): Bool + It (other: Event): Bool + le (other: Event): Bool +\_\_eq\_\_(other: Event): Bool + str (): String

```
Philosopher
+id: Integer
+state: String
-cleaning: Bool
-communicate: Bool
+hungriness: Float
+log: List<String>
-last_hungriness: Float
-next_event: Event
+ init (id: Integer, hungry: Bool, clean: Bool, communicate: Bool): Philosopher
+meditate(): void
+get_left_chopstick(): void
+get_right_chopstick(): void
+eat(): void
+clean(): void
+return_chopstick(): void
+req_chopstick(): void
+_str_(): String
```