Player	
Main (String [] arys)	
1/2	
Crop (Player Wallet wallet)	Animal (Player Wallet wallet)
- Seeds: Hashiable < (rop Type, Integer>	- animals: Hashtable < Animaltype, Integer
- cropType: Hash-lable < cropType, Integer>	- products: Hashtable < Animal Type, Integer>
- wallet: Playerwallet	- animal Timers: Hashtable < Animal Type, Integer>
grow Crop ()	- wallet: Player Wanet
buy Seeds ()	buyAnimal ()
Sell Crops ()	Collect Products ()
use crops ()	vi en Animals ()
unbuy Seeds ()	view Products () use Products ()
unsell crops ()	unbuy Animal ()
print Seeds ()	
print Crop(Number()	
in process	
Cooking (Crop CropInventory, Animal animalInventory	
Cooking (Crop Crop Inventory, Animal animal Inventor	ry) Playerwallet (int Initial Money)
Cooking (Crop CropInventory, Animal animalInventory - CropInventory: Crop - Wallet: Player Wallet	Playerwallet (int Initial Money) money: int
Cooking (Crop Crop) Inventory, Animal animal Inventory - Crop - Wallet: Player Wallet - animal Inventory: Animal	Playerwallet (int Initial Money) money: int get Money()
Cooking (Crop CropInventory, Animal animalInventory - CropInventory: Crop - Wallet: Player Wallet - animalInventory: Animal - Produced Hems: Hashbabe (String, Integer)	Playerwallet (int Initial Money) money: int get Money () add Money ()
Cooking (Crop Crop) Inventory, Animal animal Inventory - Crop - Wallet: Player Wallet - animal Inventory: Animal	Playerwallet (int Initial Money) money: int get Money() add Money() Spend Money()
COOKING (Crop CropInventory, Animal animalInventory: Crop - wallet: Player Wallet - animalInventory: Animal - produced Hems: Hashtable (String, Integer) viewMenu () make Sandwich() makeFood()	Playerwallet (int Initial Money) money: int get Money () add Money ()
COOKing (Crop CropInventory, Animal animalInventory - CropInventory: Crop - Wallet: Player Wallet - animalInventory: Animal - Produced Hems: Hashtable (String, Integer) viewMenu () make Sandwich()	Playerwallet (int Initial Money) money: int get Money() add Money() Spend Money()
COOKING (Crop CropInventory, Animal animalInventory - CropInventory: Crop - Wallet: Player Wallet - animalInventory: Animal - Produced Hems: Hashtable (String, Integer) viewMenu () make Sandwich() make Sandwich()	Playerwallet (int Initial Money) money: int get Money() add Money() Spend Money()
COOKing (Crop CropInventory, Animal animalInventory: Crop - wallet: Player Wallet - animalInventory: Animal - produced Hems: Hashtable (String: Integer) viewMenu () make Sandwich() make Food ()	Playerwallet (int Initial Money) money: int get Money() add Money() Spend Money()
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