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| --- |
| Person |
| +eyeColor : String  +skinColor : String  +hairColor : String  +height : double  +weight : double  +ethnicity : String |
| Person (eyeColor: String, skinColor : String, hariColor: String, ethnicity : String, height: double , weight: double)  +exercise (timeExercised :int, caloriesBurned : int ) : void  +sleep (timeSlept : double): double  +breath (breathNum:int ) : void  +run (distance:int) : int  +eat (foodEaten: String) : int  +music (musicType:String, timeListened: double) |

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| --- |
| House |
| +windowNumeber : int  +floorNumber:int  +attic : boolean  +roomNumber : int  +houseColor : String  +squareFootage : double |
| House (windowNumeber : int, floorNumber:int, roomNumber : int ,squareFootage : double, houseColor : String, attic : boolean )  +homeTempreature():int  +powerUsage (applianceNumber:int ): double  +  +  +  +  + |