

**Class name: StevenRiver**

**Instance variables**

left : ArrayList<>

right: ArrayList<>

Object: String

**Constructors**

StevenRiver(): default constructor

**Getters**

checkGoatDeath(): void

checkCabbage(): void

checkWin(): void

**Setters**

start(): void

userInput(): void

moveRight(): void

moveLeft(): void

reset(): void

resetGame(): void

### **Other methods**

problem(): void

### **Other methods**

main(String[] args): returns void, creates new instance of StevenRiver named test , uses methods from