PrisonSimulation

+ Prisoners = ArrayList

+ contrabandSearches = int

+ confiscatedItems = HashMap
+ caughtIllegalActivity = int
+ dayCount = int
+ totalFights = int
+ totalMoneyEarned = int
+ makeMore = int
+ cbAcount = int
+ cbBcount = int
+ jobCounter = int
+ viewPrisoners = int
+ jobCounter = int
+ currentMood = double
+ anyoneWorking = int
+ moneyEarned = int
+ workToday = int
+ searchToday = int
+ contrabandFound = int
+ fightChance = int
+ prisonerFightChance = int
+ total = double
+ amountofPrisoners = double
+ avg = double

+ Simulate day
+ Calculate mood
+ Simulate jobs
+ Cell search
+ Search before recreation
+ Search
+ Calculate fight
+ Calculate mood

Prisoner

+ intelligenceList = ArrayList
+ temperList = ArrayList
+ crimeList = ArrayList
+ paroleList = ArrayList
+ contrabandList = ArrayList
+ hidingContraband = ArrayList
+ jobList = ArrayList
+ jobStatus = ArrayList
+ inteligence = String
+ temper = String
+ sentence = int
+ crime = String
+ parole = String
+ contraband = String
+ hiding_contraband = String
+ job = int
+ jobtitle = String
+ cellBlock = String
+ inIsolation = int
+ isolationLeft = int
+ moodChangeToday = int
+ mood = int
+ money = int

+ Print Prisoner Information
+ Simulate Variables