

Flow Chart

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$ javac Woo.java
$ java Woo
```

Call default constructor in User
Call overloaded constructor in Farm

Start game

Name? (user input)

Print tutorial

Keyboard.java (error handling)

while weeksElapsed < 15 and
user has money

printStats()
prints out farm array, current amt
of money, and weeks left in game

print main menu

User input

Keyboard.java

selection == 1

selection == 2

selection == 3

selection == 4

selection == 5

plant()

harvest()

printCucumberInfo()

buyLand()

weeksElapsed++;
Grow all
planted
cucumbers

Print msg,
print final state
of farm,
print final \$
user has

Program
terminates

print menu of
Cucumber seeds

Ask user to specify
xcor and ycor
(Keyboard.java)

print information abt
cucumbers

User has
>= \$100?

back to main menu

User input
(Keyboard.java)

Coordinates in
world?

Coordinates in
world?

User has enough
money?

Selected plot is
"X" or "O"?

Selected plot is
not "X"?

User has enough
money?

Call Farm.harvest,
Add value of
harvested plant
to user's bank,
print success msg

Subtract \$100,
Change selected
plot to "O"

Coordinates in
world?

User owns chosen
plot?

\$50 penalty

User already planted
here?

Create instance of Cucumber,
Call Farm.plant method
Subtract user money

