

TamagotchiModel		
➤	TamagotchiModel()	
➤	incrementValue(int, String)	void
➤	setFeedStrategy(ActionStrategy)	void
➤	switchToAdult()	void
➤	initializeActionFrequencies()	void
➤	switchToBaby()	void
➤	putToSleep()	void
➤	getHappiness()	int
➤	displayNeeds()	void
➤	getHunger()	int
➤	setPlayStrategy(ActionStrategy)	void
➤	getTiredness()	int
➤	performActions()	void
➤	getStateFrequency(String)	float
➤	popNeeds(float, String)	void
➤	getHygiene()	int
➤	setCleanStrategy(ActionStrategy)	void
➤	setSleepStrategy(ActionStrategy)	void
➤	updatePetState()	void
➤	getState()	PetState
➤	playWithPet()	void
➤	cleanPet()	void
➤	switchToSenior()	void
➤	feedPet()	void
➤	setDefaultBehaviors()	void
➤	petDied()	void

ActionStrategy	
➤	performAction(TamagotchiModel) void

PlayStrategy	
➤	PlayStrategy()
➤	performAction(TamagotchiModel) void

FeedStrategy	
➤	FeedStrategy()
➤	performAction(TamagotchiModel) void

SleepStrategy	
➤	SleepStrategy()
➤	performAction(TamagotchiModel) void

PetState	
➤	PetState()
➤	values() PetState[]
➤	valueOf(String) PetState

CleanStrategy	
➤	CleanStrategy()
➤	performAction(TamagotchiModel) void

TamagotchiModelTest		
➤	TamagotchiModelTest()	
➤	setUp()	void
➤	testPlayWithPet()	void
➤	testFeedPet()	void
➤	testCleanPet()	void
➤	testSwitchToAdult()	void
➤	testSwitchToSenior()	void
➤	testPutToSleep()	void

Driver		
➤	Driver()	
➤	switchLifeStage(TamagotchiModel, Scanner)	void
➤	main(String[])	void