**Interface<TamagotchiObserver >**

+ onAlert(name: String, message: String): void

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**Interface<CleanStrategy >**

+ performAction(petData: PetData): void

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**Interface<DrinkStrategy >**

+ performAction(petData: PetData): void

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**Interface<PlayStrategy >**

+ performAction(petData: PetData): void

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**Interface<FeedStrategy >**

+ performAction(petData: PetData): void

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**PetData**

- age: int
- hunger: int
- thirst: int
- happiness: int
- hygiene: int

+ incrementAge(): void
+ decreaseHunger(): void
+ increaseThirst(): void
+ decreaseHygiene(): void
+ decreaseHappiness(): void
- decrementLevel(level: int, amount: int): void

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**TamagotchiModel**

- timer: Timer
- petDataMap: Map<String, PetData>
- observers: List<TamagotchiObserver>
- drinkStrategy: DrinkStrategy
- playStrategy: PlayStrategy
- feedStrategy: FeedStrategy
- cleanStrategy: CleanStrategy

+ TamagotchiModel()
+ setDrinkStrategy(strategy: DrinkStrategy): void
+ setPlayStrategy(strategy: PlayStrategy): void
+ setFeedStrategy(strategy: FeedStrategy): void
+ setCleanStrategy(strategy: CleanStrategy): void
+ performAction(petName: String): void
- notifyObservers(name: String, message: String): void
- updatePetStatus(): void