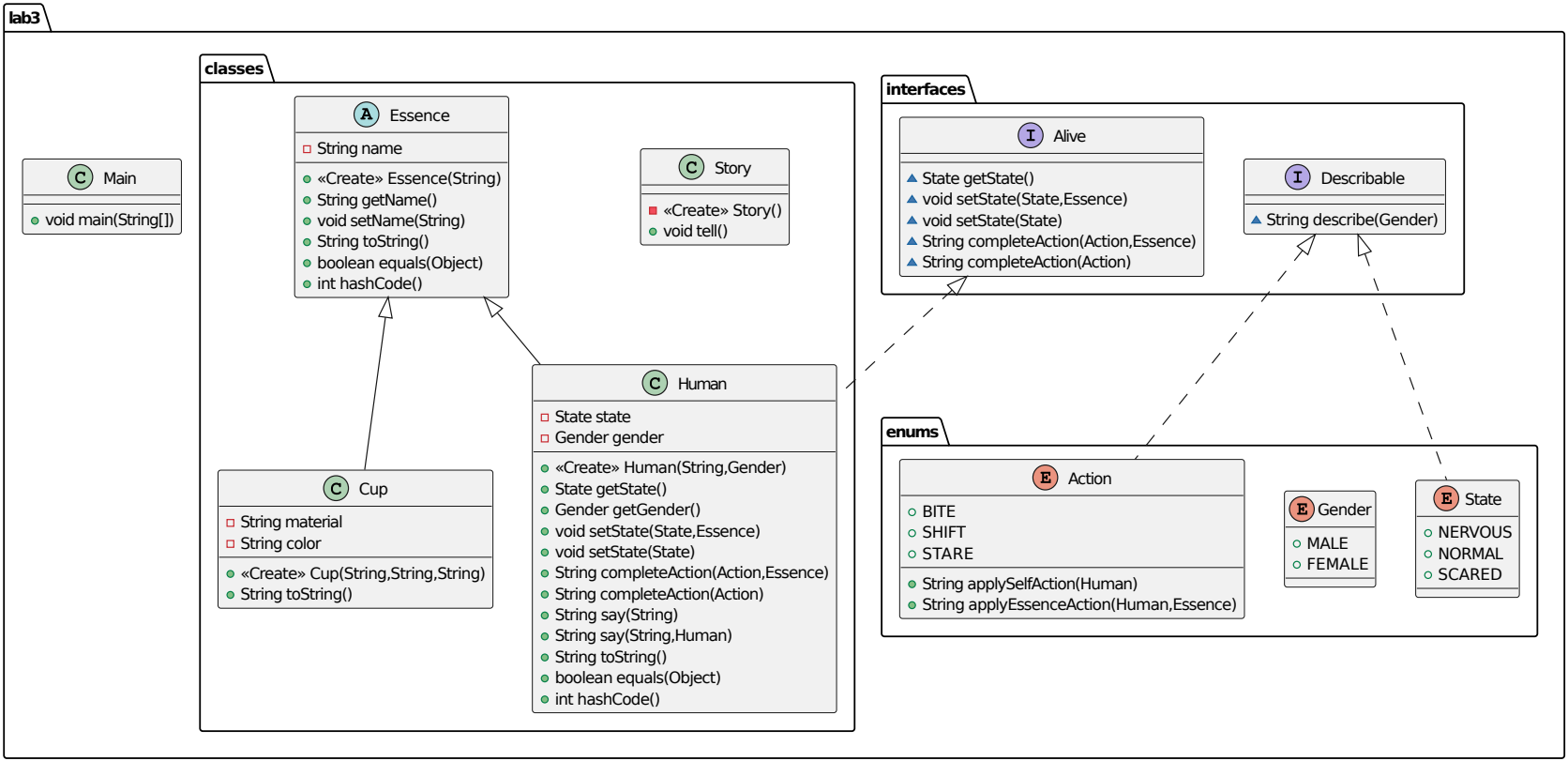
lab3
classes
Main
void main(String[])
Essence
String name
«Create» Essence(String)
String getName()
void setName(String)
String toString()
boolean equals(Object)
int hashCode()
Story
«Create» Story()
void tell()
Cup
String material
String color
«Create» Cup(String,String,String)
String toString()
Human
State state
Gender gender
«Create» Human(String,Gender)
State getState()
Gender getGender()
void setState(State,Essence)
void setState(State)
String completeAction(Action,Essence)
String completeAction(Action)
String say(String)
String say(String,Human)
String toString()
boolean equals(Object)
int hashCode()
interfaces
Alive
State getState()
void setState(State,Essence)
void setState(State)
String completeAction(Action,Essence)
String completeAction(Action)
Describable
String describe(Gender)
enums
Action
BITE
SHIFT
STARE
String applySelfAction(Human)
String applyEssenceAction(Human,Essence)
Gender
MALE
FEMALE
State
NERVOUS
NORMAL
SCARED