BoyScout

- BoysActivities : List<String>

+ BoyScout (name : String)
+ AddBoysActivity (activity : String)
+ GetBoysActivities () : List<String>
+ AddActivity (activity : Activity, score : Byte) : BoyScout
+ Print (number : int)

Scout

+ Name: String
- Activities : Dictionary<String, Byte>

+ Scout (name : String)
# AddActivity (activity : String, score : Byte)
+ RemoveActivity (name : String)
+ GetAvgScore () : float
+ GetTotalScore (): int
+ GetActivitiesCount (): int
# Print (number : int)
+ PrintActivities () : List<String>

GirlScout

- GirlsActivities : List<String>

+ GirlScout (name : String)
+ AddGirlsActivity (activity : String)
+ GetGirlsActivities () : List<String>
+ AddActivity (activity : String, score : Byte) : BoyScout
+ Print (number : int)

ScoutCamp

+ ALL: Byte
+ BOY: Byte
+ GIRL: Byte
+ ACTIVE : Boolean
+ LAZY : Boolean
- ScoutList : List<Scout>

+ ShowMenu ()
- AddNewScout ()
- ShowActivitiesMenu ()
- ShowScoutActivities (scout : Scout)
- TypeScoutActivities (scout : Scout) : List<String>
- ShowDisplayScoutsMenu ()
- DisplayScouts (mode : Byte, message : String)
- ShowCalculationMenu ()
+ CalculateCampAvg () : float
+ CalculateHighestAvh (mode : Byte) : Scout
+ CalculateHighestTotal (mode : Byte) : Scout
+ CalculateActive (mode : Byte, best : Boolean) : Scout
- GetScoutByIndex (index : int) : Scout

+ AddFooData ()