# Food Magnate Simulation

## Class Diagram Tasks

Complete each of the following unfinished UML class diagrams. Each one is missing a combination of attributes, subroutines, access modifiers, parameters and return types.

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| **Household** |
| \_\_ ChanceEatOutPerDay: float  # XCoord: \_\_\_\_\_\_  # \_\_\_\_\_\_: int  # ID: \_\_\_\_\_\_  # NextID: int |
| + Household(int, int)  + GetDetails(): \_\_\_\_\_\_  \_\_ GetChanceEatOut(): \_\_\_\_\_\_  + GetX(): int  \_\_ \_\_\_\_\_\_(): \_\_\_\_\_\_ |

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| **Settlement** |
| # StartNoOfHouseholds: \_\_\_\_\_\_  # XSize: \_\_\_\_\_\_  # YSize: \_\_\_\_\_\_  \_\_ Households: Household[0..\*] |
| + Settlement()  + GetNumberOfHouseholds(): \_\_\_\_\_\_  + \_\_\_\_\_\_(): int  + \_\_\_\_\_\_(): int  \_\_ GetRandomLocation(int, int): \_\_\_\_\_\_  + CreateHouseholds(): \_\_\_\_\_\_  + AddHousehold(): \_\_\_\_\_\_  \_\_ DisplayHouseholds(): void  + FindOutIfHouseholdEatsOut(int, int, \_\_\_\_\_\_): \_\_\_\_\_\_ |

Complete the UML class diagram for the Company class.   
The first attribute and the first subroutine are provided for you.

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| **Company** |
| # Name: String |
| + Company(String, String, float, int, int, float, float)  + GetName(): String |