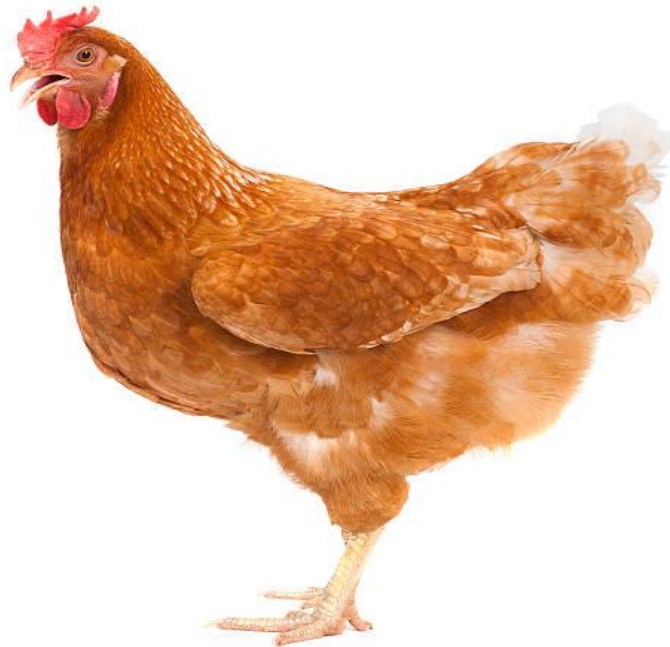




Nathan



Nancy



Dave

A Chicken

Properties	Example Values	Comments
isHappy	true	happy or unhappy
isAlive	true	dead (can't be fed; play with other chickens; lay eggs; can't be reborn) or alive (when a chicken is born, it's alive, happy and has 4 hearts;
chickenName	James	default name: Nancy and is born with 0.1 kg of seed
numHearts	4	Hearts represent the chicken's health. Range: [1, 4] Every time you feed a chicken the numHearts++;
seed	0.1	Units of kilograms, i.e. 0.1 kg

Methods	Example Values	Comments
Feed()	A chicken with more than 2kg of seed will DIE numHearts++ DEAD chickens can't be fed	
Play()	A chicken is able to play with another chicken ... this makes both chickens HAPPY A chicken can't play with a DEAD chicken or ITSELF	
Hit()	numHearts--; if (numHearts == 0) DEATH chicken becomes UNHAPPY	
getEggs()	1 egg requires 0.25 kg of seed. DEAD chickens can't lay eggs. If chicken is HAPPY you get twice the number of eggs Laying an egg makes the chicken UNHAPPY	

The program ends with QUIT option is selected or ALL the chickens are DEAD