

ACCOUNT

```
public class Account {
    double money = 0;

    void deposit(double amount){
        money = money + amount;
        System.out.println("You have P" + money + ".");
    }

    void withdraw(double amount){
        if(amount <= money){
            money = money - amount;
            System.out.println("You have P" + money + ".");
        } else {
            System.out.println("Insufficient Funds.");
        }
    }

    double balanceInquiry(){
        System.out.println("You have P" + money + ".");
        return money;
    }
}
```

PET

```
public class Pet {
    String name = "default";
    int energy = 100;
    int happiness = 100;
    int hygiene = 100;

    void setName(String new_name){
        name = new_name;
    }

    void fight(Pet pet1){
        pet1.play();
        play();
    }

    private void adjustEnergy(int amount){
        energy = energy + amount;

        if(energy > 100){
            energy = 100;
        } else if(energy < 0) {
            energy = 0;
        }
    }

    private void adjustHappiness(int amount){
        happiness = happiness + amount;

        if(happiness > 100){
            happiness = 100;
        } else if(energy < 0) {
            happiness = 0;
        }
    }

    private void adjustHygiene(int amount){
        hygiene = hygiene + amount;

        if(hygiene > 100){
            hygiene = 100;
        } else if(energy < 0) {
            hygiene = 0;
        }
    }

    void play(){
        adjustHappiness(10);
        adjustEnergy(-10);
        adjustHygiene(-10);
        petStatus();
    }
}
```

```

void bathe(){
    hygiene = 100;
    adjustEnergy(-10);
    adjustHappiness(-10);
    petStatus();
}

void eat(Food food1){
    adjustHygiene(-10);
    adjustEnergy(food1.getCalories());
    adjustHappiness(10);
    petStatus();
}

void petStatus(){
    System.out.println(name + "'s status: Energy(" + energy + "), Happiness(" + happiness + "), Hygiene(" +
    hygiene + ").");
}
}

```

OWNER

```

public class Owner {
    String name = "owner";
    int x;
    Pet pet1;

    void feed(Food food1){
        pet1.eat(food1);
    }

    void setName(String newname){
        name = newname;
    }

    void adoptPet(Pet newpet){
        pet1 = newpet;
    }

    void playwith(){
        pet1.play();
    }
}

```

FOOD

```

public class Food
{
    int calories = 0;

    int getCalories(){
        return calories;
    }

    void setCalories(int newcalories){
        calories = newcalories;
    }

    Food(int newcalories){
        calories = newcalories;
    }
}

```