PetRecord

- string name
- int age
- double weight

<<constructors>>
+ PetRecord(): PetRecord
+ PetRecord(int): PetRecord
+ PetRecord(string): PetRecord
+ PetRecord(double): PetRecord
+ PetRecord(string, int, double): PetRecord

<<process>>
+ getName(): string
+ getAge(): int
+ getWeight(): double
+ print(): void

DogRecord

- boolean hasLongHair

<<constructors>>
+ DogRecord(boolean): DogRecord
+ DogRecord(string, int, double, boolean): PetRecord

<<process>>
+ getHasLongHair(): boolean

CatRecord

- boolean hasLongHair

<<constructors>>
+ CatRecord(boolean): CatRecord
+ CatRecord(string, int, double, boolean): PetRecord

<<process>>
+ getHasLongHair(): boolean

BirdRecord

- int wingspan

<<constructors>>
+ BirdRecord(int): CatRecord
+ BirdRecord(string, int, double, int): BirdRecord

<<process>>
+ getWingspan(): int