A screenshot of a graph

AI-generated content may be incorrect.

**CS-230 Diagram and writeup**

When creating this diagram, the first thing I did was create and label each class. When looking into the code I noted there being four main classes. The four classes are as follows, Driver, vehicle, twoWheeled, and bicycle. The class boxes are split into three main parts, the top is the name of the class, the middle are the attributes, and the bottom is the methods. The driver class had one attribute which was the main string, which was set to public. There are also four main ways to depict visibility of the attributes and methods. The first is public which is noted by a +, private is a -, Protected is , and finally package is ~, but I mostly used public and private. We can also not that bicycle extends from two wheeled, which extends from vehicle, which extends from the driver class. This is what gives us our OOP. Each class extends from the previous class, allowing for better documentation and cleaner coding experience. Finaly our bicycle class, with the four attributes all set to private, and the methods set for the public. Extends are noted by an empty arrow with a dotted line which links to the class it extends from as seen above. Lastly, when a class cannot exist without the previous class its signified as a filled in diamond shape. This shows that if the main driver’s class is deleted the rest of the classes will no longer exist. Overall Oop is a fantastic way that helps coders stay organized. This also allows for larger projects to be completed while being able to follow proper guidelines.