John Mullen

CS-230

1-5 Assignment: UML Diagrams

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When we review the classes provided to us, the parent class we see is the “Vehicle” class which itself does not declare any properties thus far, but we further breakdown the classes to gather this information. From the “Vehicle” class, we see that the “TwoWheeled” class is a child which we further break down to the “Bicycle” class which is where we begin to gather the properties of the vehicle. We start by declaring the private variables of the “Bicycle” class which we see is gears, cost, weight, and color. From those variable declarations, we then see the Bicycle constructors and the variables we need to address. We then take the time to gather/set the public variables in order to fill the information needed in the class. Finally, once the “Bicycle” properties have all been declared and defined, we have the “Main” function which will simply call for information from the pre-defined classes before it.

