

PLAIN_TEXT_FILE

```
classDiagram
    class PLAIN_TEXT_FILE
    class LOGFILE {
        +Developer: INTEGER
        +Info: INTEGER
        +Notice: INTEGER
        +Warning: INTEGER
        +Error: INTEGER
        +Critical: INTEGER
        +Alert: INTEGER
        +Emerge: INTEGER
        +output_threshold: INTEGER
        +messages_logged: INTEGER
        +make_filename_threshold(a_filename:STRING,a_threshold:INTEGER)
        +make_filename(a_filename:STRING)
        +set_threshold(a_threshold:INTEGER)
        +log_message(a_message:STRING,a_priority:INTEGER)
    }
    PLAIN_TEXT_FILE <|-- LOGFILE
```

The diagram shows a class hierarchy where LOGFILE inherits from PLAIN_TEXT_FILE. PLAIN_TEXT_FILE is represented by a rectangle with two horizontal lines near the top. LOGFILE is represented by a large rectangle divided into three sections: a header section for the class name, a section for attributes, and a section for methods.

LOGFILE

+Developer: INTEGER

+Info: INTEGER

+Notice: INTEGER

+Warning: INTEGER

+Error: INTEGER

+Critical: INTEGER

+Alert: INTEGER

+Emerge: INTEGER

+output_threshold: INTEGER

+messages_logged: INTEGER

+make_filename_threshold(a_filename:STRING,a_threshold:INTEGER)

+make_filename(a_filename:STRING)

+set_threshold(a_threshold:INTEGER)

+log_message(a_message:STRING,a_priority:INTEGER)