

MainPlayingInstrument
+ <u>main</u> (String[]): void

Instrument
manufactory: String
name: String
+ getManufactory(): String
+ getName(): String
+ Instrument()
+ Instrument(String, String)
+ <i>play(): String</i>
+ setManufactory(String): void
+ setName(String): void
+ toString(): String

NonStringedInstrument
- usage: String
+ getUsage(): String
+ NonStringedInstrument()
+ NonStringedInstrument(String, String, String)
+ play(): String
+ setUsage(String): void

StringedInstrument
- numberString: int
+ getNumberString(): int
+ play(): String
+ setNumberString(int): void
+ StringedInstrument()
+ StringedInstrument(String, String, int)

