Instrument

~   input: BufferedReader
~   manufacturer: String
~   nameInstrument: String

+   getManufacturer(): String
+   getNameInstrument(): String
+   Instrument()
~   *play(): void*
+   setManufacturer(String): void
+   setNameInstrument(String): void

StringedInstrument

~   numOfStrings: int

+   getNumOfStrings(): int
~   play(): void
+   setNumOfStrings(int): void
+   StringedInstrument()
~   StringedInstrument(String, String, int)

NonStringedInstrument

~   howUse: String

+   NonStringedInstrument()
~   NonStringedInstrument(String, String, String)
~   play(): void

MainInstrument

-    sc: Scanner = new Scanner(Sys.

+   main(String[]): void