Land Note attributes represented with current visibility. Attribute visibility should be refactored as well + Pizza + Cake + Refuge ~ ingredients : List ~ ingredients : List ~ xmlUtil : XMLUtil ~ xmlUtil : XMLUtil ~ xmlUtil: XMLUtil + toXML(): String + prepareFood() + prepareFood() + cook() // specific to class + cook() // specific to class + toXML(): String + toXML(): String - gatherIngredients() - gatherIngredients() - mixIngredients() - mixIngredients() - putInCookingVessel() putInCookingVessel() - plateFood() plateFood() XMLUtil lightCandles() + XMLUtil() + simpleAttributesToXML(Object) : String + complexAttributesToXML(Object) : String + classToXML(Object, String) : String

