<<interface>>

Vehicle

- + getName(): String
- + setName(String) : void
- + getMaxPassenger(): int
- + setMaxPassenger(int) : void
- + getMaxSpeed(): int
- + setMaxSpeed(int) : void



<<interface>>

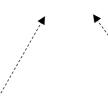
IsLandVehicle

- + getNumWheels(): int
- + setNumWheels(): void
- + drive(): void

<<interface>>

IsSeaVessel

- + getDisplacement(): int
- + setDisplacement(): void
- + launch(): void



Police Car

- name : String
- maxPassenger : int
- maxSpeed : double
- numWheels: int
- + lights(): void
- + mic(): void

Jeep

- name : String
- maxPassenger : int
- maxSpeed : double
- numWheels: int
- + soundHorn(): void

Hovercraft

- name: String
- maxPassenger : int
- maxSpeed : double
- numWheels: int
- displacement : int
- + enterLand(): void
- + enterSea(): void

Frigate

- name: String
- maxPassenger : int
- maxSpeed : double
- displacement : int
- + fireGun(): void