In this task you will provide a plan and overview of the structure of a custom program (something you would be interested in creating). Specifically it should:

1. Demonstrate the use of abstraction — create your own classes that model the domain. Abstract class done

2. Demonstrate the use of inheritance and polymorphism

Inheritance and polymorphism done

3. Demonstrate the use of UML class diagrams to explain how your solution works.

You must submit the following files:

■ The code for your program

■ A picture of your final UML class diagram

■ A short design / usage document outlining what your program does and how it works