### Assignment 1-5: UML Diagrams

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### CS-230-11604: Operating Platforms

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My class diagram shows four rectangles representing each Java class involved in the execution of this program. The four classes identified are Driver, Vehicle, TwoWheeled and Bicycle. We also have the principle of inheritance shown in this diagram. Vehicle, TwoWheeled and Bicycle are connected by the open arrows denoting this relationship. Also, if you follow the order in my method of attachment then you can see each class’s importance in the program. Vehicle inherits from TwoWheeled and Bicycle inherits from TwoWheeled.

The next item to make note of is that all of these classes connect back to the Driver class by filled diamonds. The filled diamonds are used in the principle of composition. The Driver class is important because without it, the other three classes will not run.

Lastly, our bicycle class has all of the public data needed for us to run our program. It contains all the information about the bicycle that is relevant for our program. Since its all public, we can alter the output of the data. Gears, Cost, Weight and Color are declared instance variables in our program.

See the next page for the UML diagram. I’m also attaching it as separate PDF too since it’s not very clear to me after cutting and pasting into this word document.

UML Diagram:

