Person

ID : long {unqiue, final}

firstName : String

lastName : String

address : Address

phoneNumber: PhoneNumber

friendsWith: Person[]

friendOf: Person[]

properties: Property[]

+ getFirstName() : String

+ setFirstName(String) : void

+ eat(int) : void

friend

Address

country: String

city: String

street: String

number : int

<<Enumeration>>
Propery

CAR
HOUSE
APARTMENT

PhoneNumber

+ areaCode: int

+ number: int

Animal

CHIP_NUMBER: long {unqiue, final}

breed : Breed

age : float

healthCondition : Condition

+ checkHealthCondition(feedingAmount : int): Condition

Breed

+ mainBreed: type

+ subBreed: type

<<Enumeration>>
Condition

GOOD
FINE
BAD

Flight

+ FLIGHT_NUMBER : long {unqiue, final}

+ departureTime: LocalTime

+ date: LocalDate

+ duration: int

+ delay: int = 0

+ frequentFlyerArr : FrequentFlyer []

+ setDelayed(minutes : int): void

+ getArriveTime(): Calendar

0..200

FrequentFlyer

+ FREGUENT_FLYER_NUMBER : long {unqiue, final}

+ firstName: String

+ lastName: String

+ mileageCredit: MileageCredit

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MileageCredit

+ frequentFlyer : FrequentFlyer

+ accumulatedMiles : int

+ flights : Flights[]

+ addFlight(flight : Flight): void

+ updateAccumulatedMiles(miles : int): void