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**Module One Assignment**

This is a UML diagram of a program with multiple classes. There are four in total: Bicycle, TwoWheeled, Vehicle, and Driver. The program revolves around the Bicycle class where it has multiple attributes and methods. Its attributes are gears, cost, weight, and color. It has a default constructor along with three overloaded constructors. It also contains getters and setters for each attribute. Neither the TwoWheeled nor Vehicle class have any attributes or methods. The Bicycle class inherits from the TwoWheeled class, and the TwoWheeled from the Vehicle. All three have a composition relationship with the Driver class, which contains a single “main” method to call on the attributes and methods of the others as well as perform “IS A” checks.

A diagram of a vehicle and driver

Description automatically generated