In this UML class diagram, there are two classes: SumOfThreeNumbers and Scanner. The SumOfThreeNumbers class contains the main() and getDoubleInput() methods, which perform the logic of the program. The Scanner class is used to read input from the user.

The SumOfThreeNumbers class has a composition relationship with the Scanner class, indicated by the <>------------ arrow. This means that the SumOfThreeNumbers class owns an instance of the Scanner class, and that instance is created and used exclusively by the SumOfThreeNumbers class.

The SumOfThreeNumbers class also uses the double primitive data type, which is represented by the +----------------------+ box at the bottom of the diagram.