Lab 2: UML Diagrams
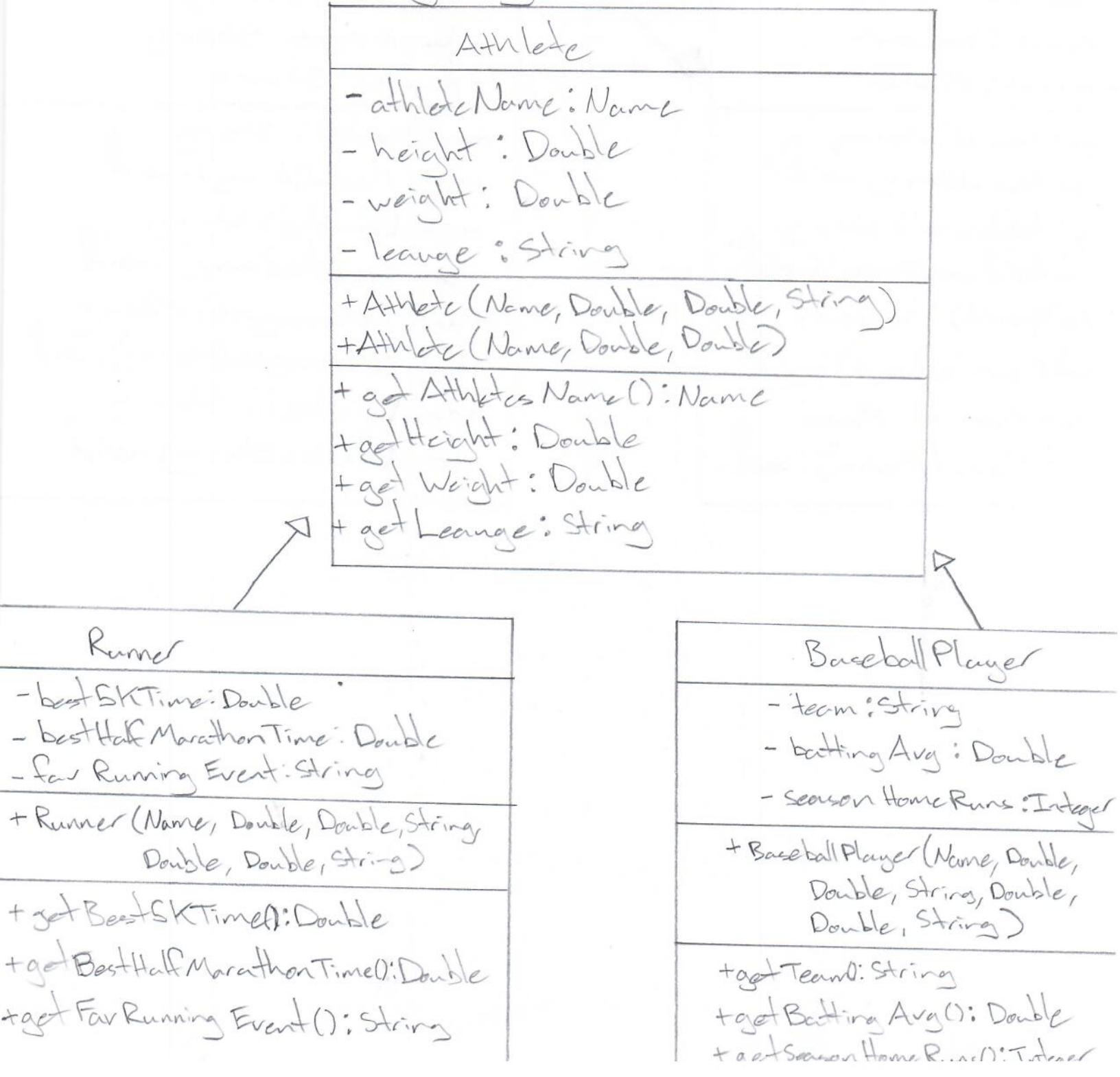## Evan Douglass
Part 1

Constructors and getters included because classes
don't contain anything else.

Athlete

- athleteName : Name
- height : Double
- weight : Double
- leauge : String

+ Athlete (Name, Double, Double, String)
+ Athlete (Name, Double, Double)

+ get Athletes Name () : Name
+ getHeight : Double
+ get Weight : Double
+ get Leauge : String

Runner

- best 5KTime : Double
- bestHalf Marathon Time : Double
- fav Running Event : String

+ Runner (Name, Double, Double, String
      Double, Double, String)

+ get Best5KTime () : Double
+ get BestHalf Marathon Time () : Double
+ get Fav Running Event () : String

Baseball Player

- team : String
- batting Avg : Double
- season Home Runs : Integer

+ Baseball Player (Name, Double,
      Double, String, Double,
      Double, String)

+ get Team () : String
+ get Batting Avg () : Double
+ get Season Home Runs () : Integer

Part 2

Assumes a Menu for a specific restaurant does not
exist without the restaurant (composition).
Does not include constructors for the sake of time.

Restaurant

- name: String
- address: String
- open: boolean
- menu: Menu

+getName(): String
+setName(String): void
+getAddress(): String
+setAddress(String): void
+isOpen(): boolean
+setOpen(boolean): void
+getMenu(): Menu
+setMenu(Menu): void

Menu

- meals: String
- desserts: String
- beverages: String
- drinks: String

+getMeals(): String
+setMeals(String): void
+getDesserts(): String
+setDesserts(String): void
+getBeverages(): String
+setBeverages(String): void
+getDrinks(): String
+setDrinks(String): void