Drink UML

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| Drink |
| -flavor: String  -isHot: boolean |
| +Drink( )  +Drink(String name, double price)  +Drink(Drink drink)  +setFlavor(): void  +getFlavor(): String  +setIsHot(): void  +getIsHot(): boolean  +toString(): String |

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| Flavor of the drink  If the drink is hot or cold  Creates a Drink  Creates a Drink and sets name and price  Creates a copy of a drink  Set the flavor of the drink  Returns the flavor of the drink  Set true if the drink is hot, false if it is cold  Returns true if the drink is hot, false if it is cold  Returns the variables of the drink as a String |

\*By declaring currentStock as a variable vise creating duplicate instances of Product, code will be simplified and inventory easier to manage.