CS-230 1-5 Assignment: UML Diagrams:

A diagram of a computer

Description automatically generated

From what I understand of the files that were attached to this assignment I created the diagram above to represent it. We have the vehicle parent class which is inherited by TwoWheeled and Bicycle inherits TwoWheeled. The files have no additional code in the Vehicle and TwoWheeled class so they are left blank in this diagram. We do however have information for the Bicycle class. It takes a gears attribute as an int variable, a cost attribute as a double variable, a weighty attribute as a double variable, and a color attribute as a string variable. Below that we have the methods in the Bicycle class and we have methods to obtain the information for all the attributes as well as set their values. By utilizing multiple classes as we go forward we can push universal attributes up into TwoWheeled or even further up into Vehicle depending on how much we wish to expand this system.