

// Here is the UML Class Diagram

airplane

```
-- model : String
-- year: Int
-- speed : Int
-- capacity : Int
```

```
<<constructor>> + airplane( String model ; int year, speed, capacity )
+ getModel() : String
+ setModel( model: String )
+ getSpeed() : Int
+ setSpeed( speed : Int )
+ getYear() : Int
+ setYear( year: Int )
+ getCapacity() : Int
+ setCapacity( capacity : int )
+ getAcceleration() : Int
+ setAcceleration( speed : int)
+ getBreak() : Int
+ setBreak( speed : int)
<<destructor>> ~ airplane()
```