    Part 2:

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| Guitar |
| serialNumber: String  price: int  builder: String  model: String  backWood: String  topWood: String |
| + Guitar()  + Guitar(String serialNumber, int price, String builder, String model, String backWood, String topWood)  + getSerialNumber(): String  + getPrice(): int  + getBuilder(): String  + getModel(): String  + getBackWood(): String  + getTopWood(): String  + setSerialNumber(String serialNumber): void  + setPrice(int price): void  + setBuilder(String builder): void  + setModel(String model): void  + setBackWood(String backWood): void  + setTopWood(String topWood): void  + createSound():void |

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| Inventory |
| * list[] Guitar |
| + add(list[] Guitar): void  + searchBySerialNumber(int serialNumber): String |