User Defined Object Assignment UML

Issam Ahmed - CSCI 112 Summer 2019

Product

- productNumber: int
- name: String
- price: double

+Product(): void
+Product(String, double): void
+setProductNumber(int): void
+setName(String): void
+setPrice(double): void
+getProductNumber(): int
+getName(): String
+getPrice(): double
+toString(): String
+equals(Product): boolean
+compareTo(Product): int

CellPhone

- model: String
- macNumber: String
- screenSize: double

+CellPhone(): void
+CellPhone(String, double, String, String, double): void
+setModel(String): void
+setMacNumber(String): void
+setScreenSize(double): void
+getModel(): String
+getMacNumber(): String
+getScreenSize(): double
+toString(): String
+equals(CellPhone): boolean
+compareTo(CellPhone): int