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UML Diagrams

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| Person |
| - name: String  - address: String  - phone: String |
| + Person (identity: String, home: String, number: String)  + setName(identity: String) void  + setAddress(home: String) void  +setPhone(number: String) void  +getName() : String  +getAddress() : String  +getPhone() : String |

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| Customer |
| - customer: int  - mailing: boolean |
| + Customer (identity: String, home: String, number: String, consumer: int, mail: boolean)  + setCustomer(consumer: int) void  + setMailing(mail: Boolean) void  +getCustomer() : int  +getMailing() : boolean |

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| PreferredCustomer |
| - purchase: double |
| +PreferredCustomer (identity: String, home: String, number: String, consumer: int, mail: boolean, cost: double)  + setPurchase(cost: double) void  + getPurchase() : double  + getDiscount() : double  + toString() : String |