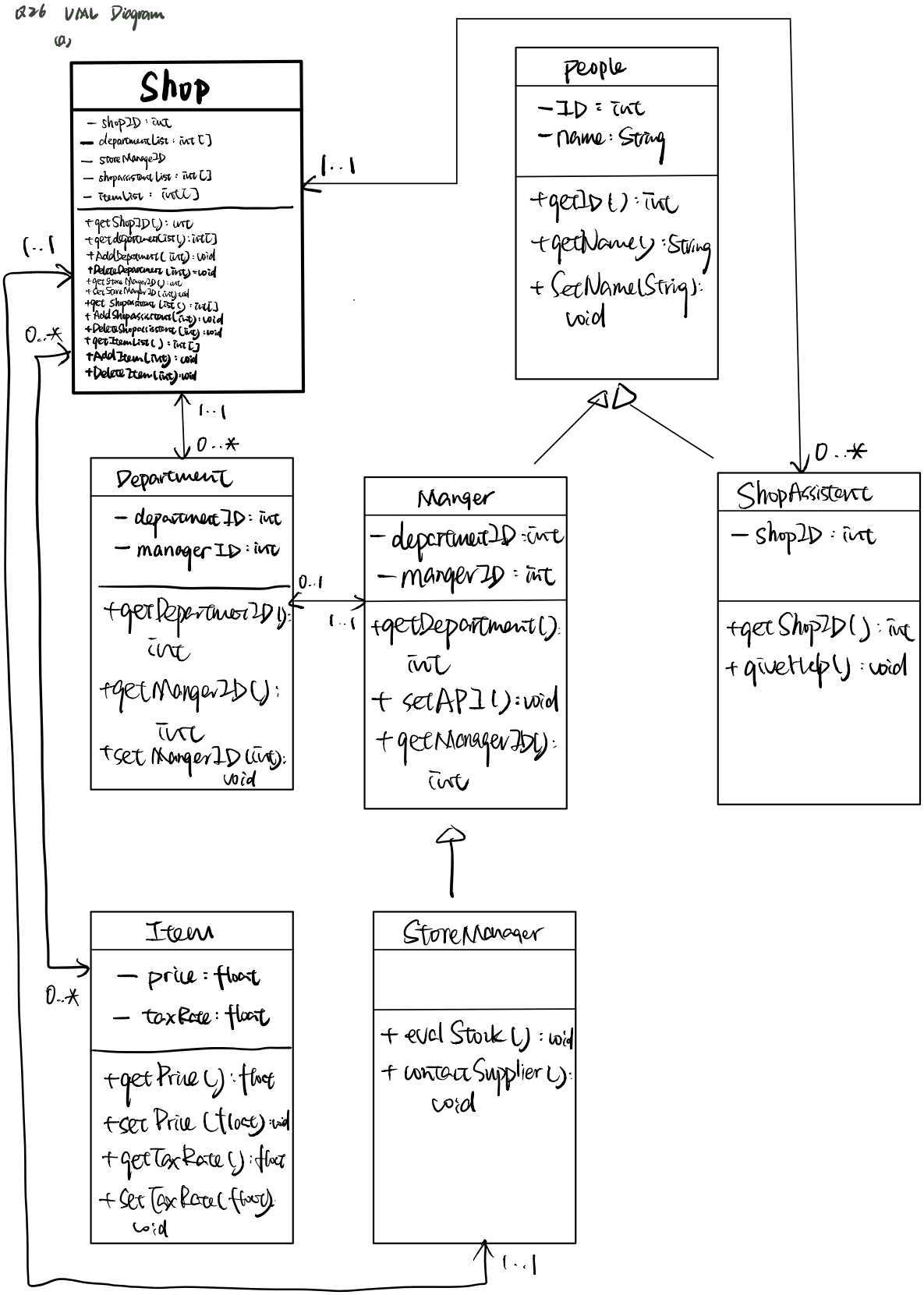
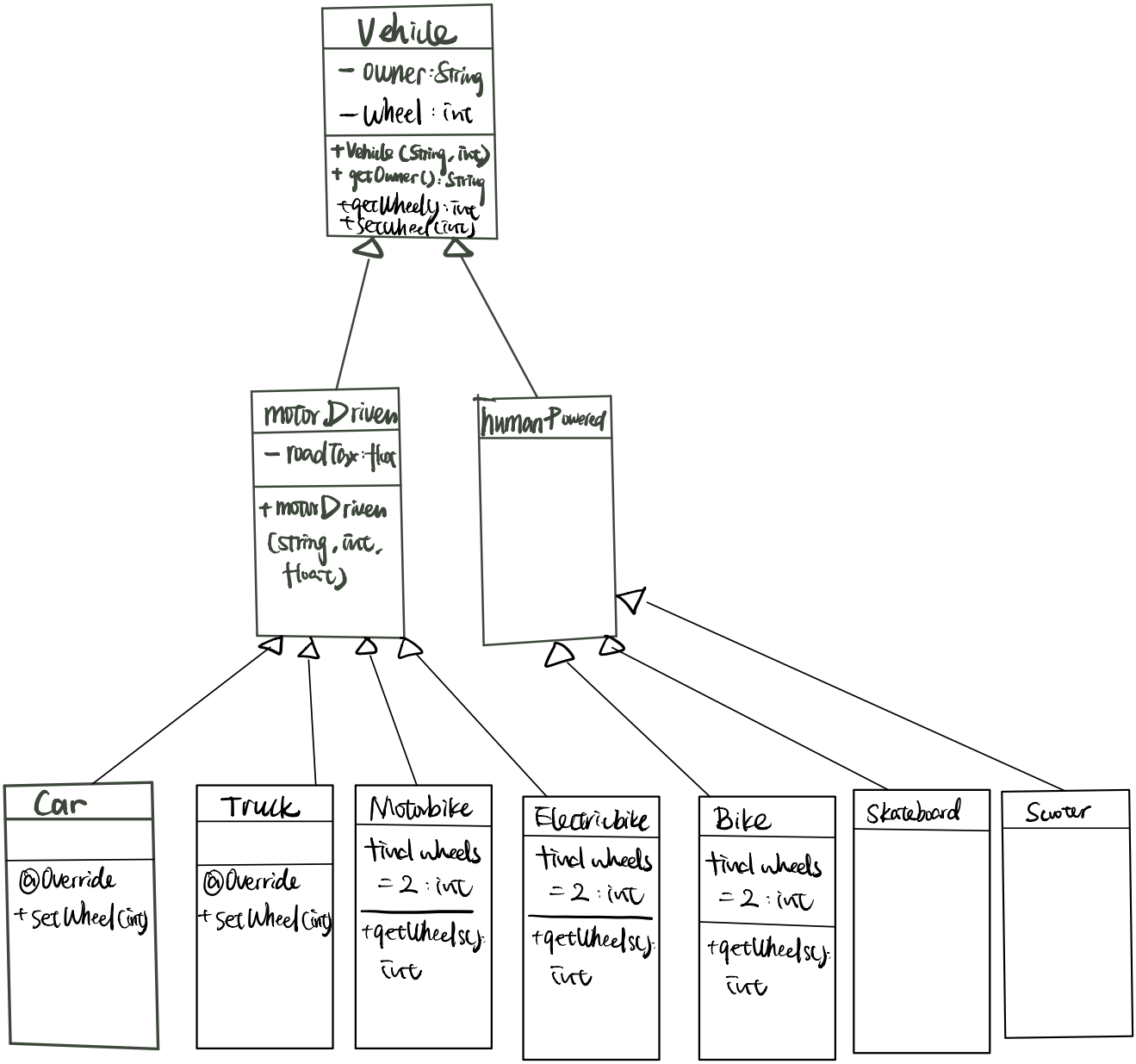
Q26 UML Diagram

(a)



(b)



// We have to make sure the number of car is 3 or 4, truck is 4. by overrides the setWheel(int) function and use a condition statement to restrict the number of wheels.