

- + setName(String):void
- + setmaxPassengers(int):void
- + setmaxSpeed(double):void

<Interface> IsEmergency

+ soundSiren():void

<Interface> LandVehicle

- + setNumWheel(int):void
- + drive():void

<Interface> SeaVessel

- + setDisplacement(String):void
- + launch():void

policeCar

+madcops():void

Jeep

+ soundHorn():void

HoverCraft

- + EnterLand():void
- + EnterSea():void

Frigate

+ fireGun():void