enterLand()

enterSea()

Hovercraft

fireGun()

Frigate

askPullover()

PoliceCar

soundHorn()

Jeep

soundSiren()

<<Interface>>

IsEmergency

launch()

<<Interface>>

Sea Vessel

drive()

<<Interface>>

Land Vehicle

Vehicle

-String name

-int maxPassengers

-int maxSpeed

-int numWheels

-int displacement