## Furniture

-productName : String-productNumber: int

+MINIMUM PRODUCT NUMBER: int +MAXIMUM PRODUCT NUMBER: int

+Furniture(productName:String, productNumber:int)

+getProductName(): String

-setProductName(productName: String):void

+getProductNumber(): int

-setProductNumber(productNumber: int): void

+equals(object: object):boolean

+toString():String

## Chair

-cushioned: boolean

+Chair(productName:String, productNumber:int, cushioned:boolean)

+isCushioned():boolean

+toString():String

## Table

-seats: int

+Table(productName:String, productNumber:int, seat:int)

+getSeats(): int

-setSeats(seats:int): void

+toString(): String