Toys

- product_code: int
- MSRP: double
- name: String

<<create>> Toy(String name,double MSRP,int prodcut_code)

+play(): void

Robot

+ charge: int
-sound: String

Toy(String name,double MSRP,int prodcut_code, String Sound)

+play(): String sound
+charge(): void

Doll

- eye_color: enum
- hair_color:enum
+ plays: int

<<create>> Toy(String name,double MSRP,int prodcut_code, String Sound)

+play(): String sound

Action_Figure

- eye_color: enum
- hair_color:enum
+ plays: int

<<create>> Toy(String name,double MSRP,int prodcut_code, String Sound)
+play(): String sound
-kung_fu(): no idea, but I assume String