Toys Robot - product_code: int - MSRP: double + charge: int - name: String -sound: String <<create>> Toy(String name,double Toy(String name,double MSRP,int MSRP,int prodcut_code) prodcut_code, String Sound) +play(): void +play(): String sound +charge(): void Doll Action_Figure - eye_color: enum - eye_color: enum - hair_color:enum - hair_color:enum + plays: int + plays: int <<create>> Toy(String name,double <<create>> Toy(String name,double MSRP,int prodcut_code, String MSRP,int prodcut_code, String Sound) Sound) +play(): String sound -kung_fu(): no idea, but I assume +play(): String sound String