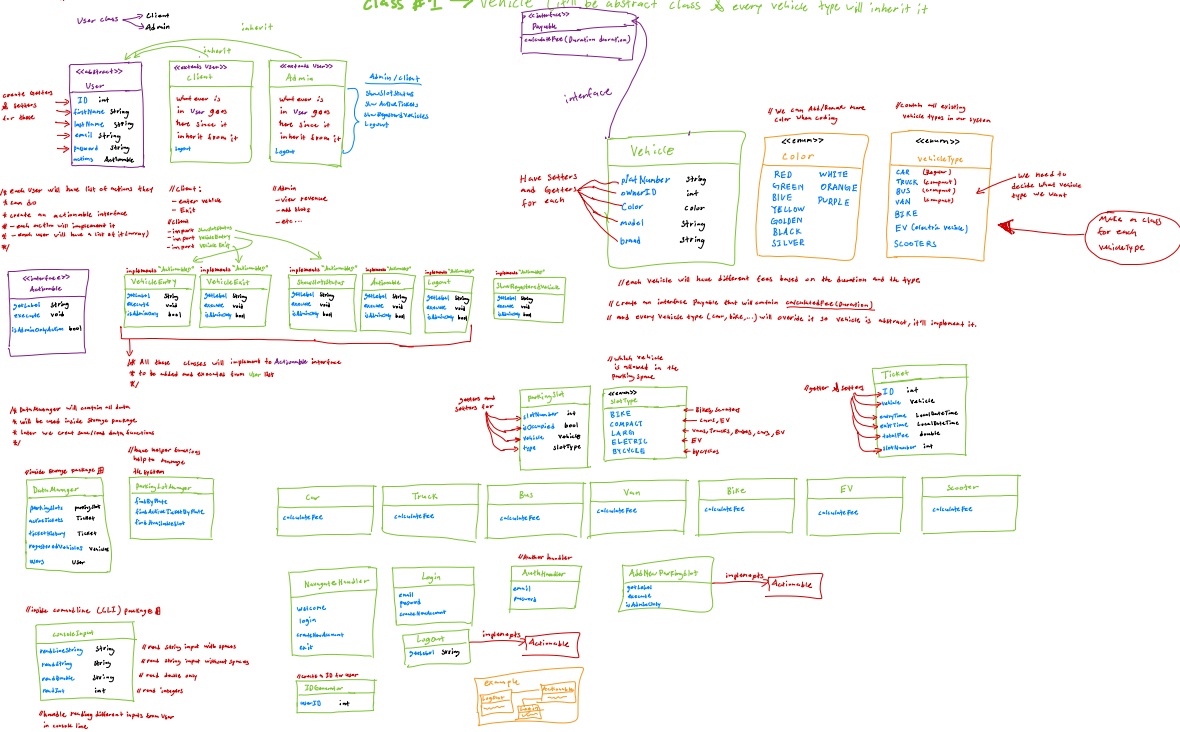


Class Diagram (UML) *Draft*

// user class is abstract and client of Admin will inherit it

class #1 → Vehicle (it'll be abstract class & every vehicle type will inherit it)



How it will look

