

<b>temperature</b>
- temperature_reading : float - unit : Temp_Units
+<<const>> temperature() +<<const>> temperature( temperature &orig) +<<destruct>> ~temperature() + getTemperatureReading() : float + setTemperatureReading(float newValue) : bool + getUnit() : Temp_Units + setUnit( Temp_Units newValue ) : bool + operator<<(ostream &O, temperature &temp) : ostream & - converter(Temp_Units oldUnit, Temp_Units newUnit)

fields = member variables (aka attributes)

+ is used to denote that the member is public

- is used to denote that the member is private

# is used to denote that the member is protected

Functions have return values specified at the end with :

If there is no return type at the end, assume it as void