RowBoatV3

- ores: int

+ RowBoatV2(x: int, y: i**n**t,

c: Color, length: int,

oars: int)

+ calculatePrice(): int

+ show(g: Graphics)

+ toString(): String

SailBoatV4

- sailArea: int

+ SailBoatV2(x: int, y: i**n**t,

c: Color, length: int,

sailArea: int)

+ calculatePrice(): int

+ show(g: Graphics)

+ toString(): String

PowerBoat

- horsePower: int

+ PowerBoat(x: int, y: i**n**t,

c: Color, length: int,

horsepower: int)

+ calculatePrice(): int

+ show(g: Graphics)

+ toString(): String

Boat abstract

**-** pricePerFoot: int

- x: int

- y: int

- length: int

- color: Color

+ RowBoatV2(x: int, y: i**n**t,

c: Color, length: int,

oars: int)

+ calculatePrice(): int

+ show(g: Graphics)

+ toString(): String

+ getX(): int

+ getY(): int

+ getLength(): int

+ getColor(): Color

+ setX(x: int)

+ setY(y: int)

**Figure 8.18 The use of inheritance in the design of a boat store's inventory application.**