frame

tield1: Type
+ field2: Type
+ method1(Type): Type
+ method2(Type, Type): Type

Command

Game
+ field1: Type
+ field2: Type
+ method1(Type): Type
+ method2(Type, Type): Type

+ field1: Type + field2: Type + method1(Type): Type + method2(Type, Type): Type

String Tokenizer

Parser

+ field1: Type
+ field2: Type

+ method1(Type): Type
+ method2(Type, Type): Type

+ field1: Type + field2: Type + method1(Type): Type + method2(Type, Type): Type

Object

+ field1: Type
+ field2: Type

+ method1(Type): Type
+ method2(Type, Type): Type

Intro Soft Engineering

+ field1: Type
+ field2: Type

+ method1(Type): Type
+ method2(Type, Type): Type

Online
+ field1: Type
+ field2: Type
+ method1(Type): Type
+ method2(Type, Type): Type

Computer Systrem

+ field1: Type
+ field2: Type

+ method1(Type): Type
+ method2(Type, Type): Type

+ field1: Type + field2: Type + method1(Type): Type + method2(Type, Type): Type

Semester Project

Rooms

+ field1: Type
+ field2: Type

+ method1(Type): Type
+ method2(Type, Type): Type

Library

+ method1(Type): Type + method2(Type, Type): Type

+ field1: Type + field2: Type

+ field1: Type + field2: Type

+ field1: Type + field2: Type

+ method1(Type): Type + method2(Type, Type): Type

CommandWords

+ method1(Type): Type + method2(Type, Type): Type

Player

+ field1: Type
+ field2: Type

+ method1(Type): Type
+ method2(Type, Type): Type

Teacher

+ field1: Type
+ field2: Type

+ method1(Type): Type
+ method2(Type, Type): Type

Person

+ method1(Type): Type + method2(Type, Type): Type

+ field1: Type + field2: Type

> + field1: Type + field2: Type + method1(Type): Type + method2(Type, Type): Type

Cafe

+ field1: Type
+ field2: Type

+ method1(Type): Type
+ method2(Type, Type): Type

+ field1: Type + field2: Type + method1(Type): Type + method2(Type, Type): Type Office

+ field1: Type
+ field2: Type

+ method1(Type): Type
+ method2(Type, Type): Type

+ field1: Type + field2: Type + method1(Type): Type + method2(Type, Type): Type