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+-----+
|      Car      |
+-----+
| - engine: Engine |
| - tires: Tire[]  |
+-----+
| + startCar(): void |
| + stopCar(): void  |
| + restartCar(): void |
| + getEngine(): Engine |
| + getTires(): Tire[] |
| + setTirePressure(int, int): void |
+-----+

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+-----|-----+
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+-----+ +-----+
| Engine | | Tire |
+-----+ +-----+
| - speed: int | | - pressure: int |
+-----+ +-----+
| + start(): void | | + getPressure() |
| + stop(): void | | + setPressure() |
| + getSpeed(): int |
| + setSpeed(int): void |
+-----+

```