

<i>Name</i>	
-fname -mName -lName	fName: Store the first name mName: stores users middle name lName: Stores users last name Name() is the constructor for the class getfName()retrives user first name setfName()set the user name getmName()retrives users middle name setmName()set user middle name getlName()gets user last name setlName()sets user last name toString()reperstent the data of the class in text
+Name(String,String,String) +getfName()String +setfName()void +getmName()String +setmName()void +getlName()String +setlName()void +toString()String	

<i>Person</i>	
-age:int	age: stores user age Person()is the constructor of the class getAge()retrives user age setAge()sets the user age toSting()returns text representation of the class
+Person(String,String,String, int) +getAge():int +setAge()void +toString()String	

<i>Hockey</i>	
+Hockey(String,String,Sting,int,String,String) +sport()String +doThis()String +ranking()int +equals()boolean +toString()String	Hockey():is the constructor sport():returns what sport the class is doThis():returns the action of what athlete does ranking(): return an int value that aligns to a rank equals()sends back boolean if objects are equal toString()gives back class data as text

<i>Golfer</i>	
+Golfer(String,String,String,int,String,String) +sport()String +doThis()String +ranking()int +equals()boolean +toString()String	+Golfer():is the constructor +sport()returns what this class sport is +doThis()returns the action of what athlete does +ranking()returns int value that correlate to a rank +equals()return boolean value of two objects +toString()return string representation of class

<i>Football</i>	
+Football(String,String,String,int,String,String) +sport()String +doThis()String +ranking()int +equals()boolean +toString()String	+Football()is the constructor +sport()returns class sport +doThis()returns what the class does +ranking() returns int value to be used as rank +equals() return boolean value of two objects +toString() return String representation of class

<i>Baseball</i>	
+Baseball(String,String,String,int,String,String) +sport()String +doThis()String +ranking()int +equals()boolean +toString()String	+Baseball() is the constructor +sport() return the class sport +doThis()returns what the class does +ranking() return int value as rank +equals()returns boolean value of two objects +toString()return String representation of class

<i>Action</i>	
+abstract doThis()String +abstract sport()String	doThis() is the template for other classes that describe the action of the sport sport() is the template for other classes that describes what sport the class is