Class: Car

Attributes:

-wings

-legs

-color

Behaviors:

-fly

-eat

Class: Birds

Attributes:

-brand

-color

Behaviors:

-print

-scan

Class: Printer

Class: Animal

Attributes:

-eyes

-legs

-size

Behaviors:

-walk

-sleep

Class: Phone

Attributes:

-color

-brand

-storage

Behaviors:

-call

-take picture

Attributes:

-color

-model

-brand

Behaviors:

-accelerate

-stop

-wings: int

-legs: int

-color: string

-fly: string

-eat: boolean

-brand: string

-color: string

-print: int

-scan: boolean

-color: string

-model: string

-brand: string

-forward/backward: Boolean

-stop: boolean

Object: Eagle

Object: MyPrinter

Object: Dog

Object: MyPhone

Object: MyCar

-eyes: int

- legs: int

-size: char

-walk: int

-sleep: int

-color: string

-brand: string

-storage: int

-call: int

-takepicture: boolean

+getColor(): string

+getBrand(): string

-print(int pages): void

-scan(Boolean scanner): void

+displayColor(string color): void

+displayBrand(string brand): void

+wings (int num): void

+legs (int numLegs): void

+color(string feather): void

+getNumOfWings: int

+getNumOfLegs: int

+getColor: string

+fly(string dirention): void

+eat(Boolean food): void

Attributes:

+getEyes(): int

+getLegs(): int

+ getSize(): char

+numberOfEyes(int num): void

+numberOfLegs(int numLegs): void

+size(char body): void

+walk(int direction): void

+sleep(int hours): void

+getColor(): string

+getBrand(): string

+getStorage(): int

+makeCall(int num): void

+takePicture(Boolean snap): void

+displayColor(string color): void

+displayBrand(string brand): void

+displayStorage(int storage): void

+getColor(): string

+getModel(): string

+getBrand(): string

+move(Boolean direction): void

+stop(): void

+displayColor(string color): void

+displayModel(string model): void

+displayBrand(string brand): void