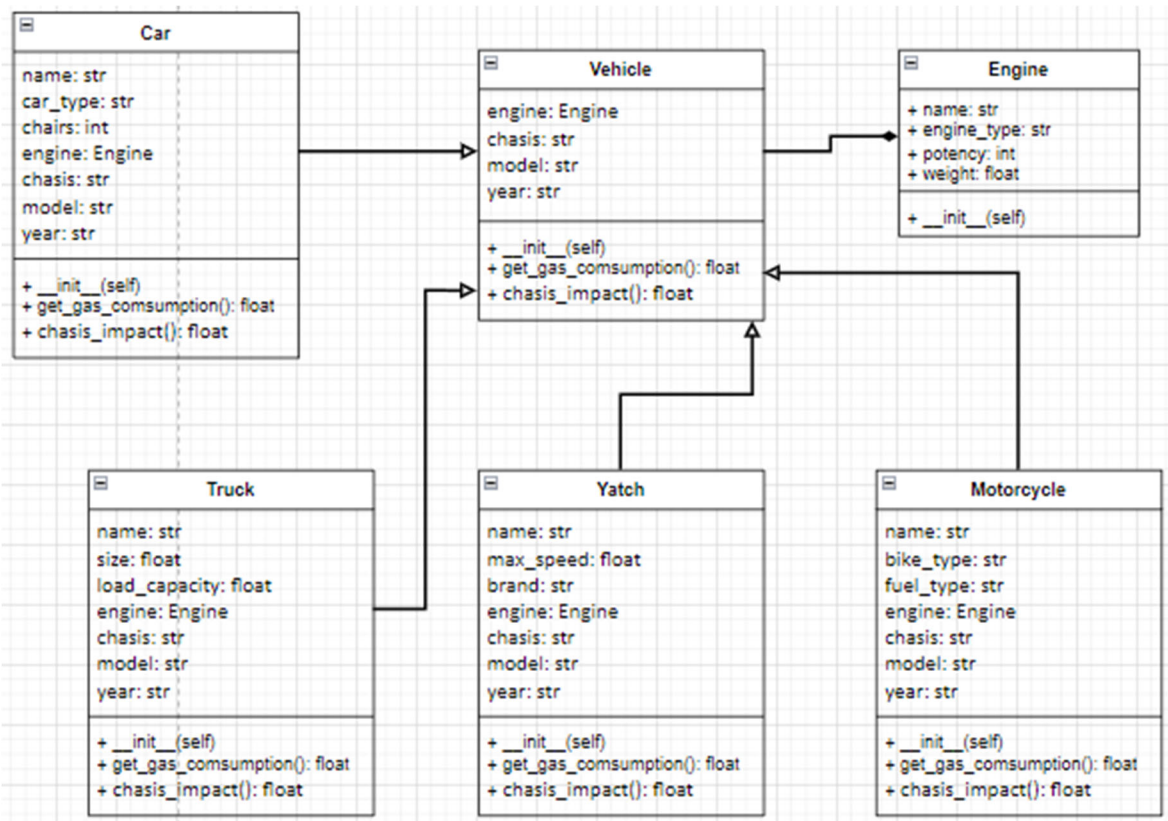# Workshop - 1 Software Modeling

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UML:

Analysis:

- With the idea of code reduction, I made the engine an object
- Since all of the objects needed (car, truck, …) are vehicles I created vehicle as a class and made all the other objects inherit form it

- Also, we were asked to make all vehicle types different with their parameters. So, all child classes from vehicle have unique extra parameters.