|  |
| --- |
| Circle |
| - radius : double  - PI : const static double |
| + Circle()  + Circle(radius : double)  + getRadius() : double  + setRadius(radius : double) : void  + getArea() : double |

UML diagram for “Circle” class in circle.cpp

|  |
| --- |
| Employee |
| - name : string  - idNumber : int  - department : string  - position : string |
| + Employee(name : string, idNumber : int, department : string, position : string)  + Employee(name : string, idNumber : int)  + Employee()  + setName(name : string) : void  + setIdNumber(idNumber : int) : void  + setDepartment(department : string) : void  + setPosition(position : string) : void  + getName() : string  + getIdNumber() : int  + getDepartment() : string  + getPosition() : string |

UML diagram for “Employee” class in employees.cpp

|  |
| --- |
| FreezingOrBoiling |
| - temperature : double |
| + setTemperature(temperature : double) : void  + getTemperature() : double  + FreezingOrBoiling(temperature : double)  + isEthylFreezing() : bool  + isEthylBoiling() : bool  + isOxygenFreezing() : bool  + isOxygenBoiling() : bool  + isWaterFreezing() : bool  + isWaterBoiling() : bool |

UML diagram for “FreezingOrBoiling” class in temperature.cpp

|  |
| --- |
| Coin |
| - sideUp : string |
| + Coin()  + toss() : void  + getSideUp : string |

UML diagram for “Coin” class in coinToss.cpp