The super class design in "Beverage.java" is just a basic description of a drink, which contains variables to store its temperature and size. Temperature is limited to hot, cold, and room temperature, while size is restricted to being greater than or equal to zero.

The sub class design in "Juice.java" inherits the member variables of the Beverage class and then expands upon it by also containing variables relating to flavor and sugar content. There are no restrictions on the flavor since there are many valid options, but the sugar content can only be greater than or equal to zero, like the size variable.

The default values of the Beverage class as a whole would be a room temperature drink that has a size of 21 fluid ounces, which is approximately a medium drink. The default values of the Juice class has the flavor set to water and the sugar content equal to 0.

Beverage
-temperature: String
-size: int
+getTemperature(): String
+setTemperature(String n): void
+getSize(): int
+setSize(int x): void
+Beverage()
+Beverage(String n, int x)

Juice
-flavor: String
-sugar: int
+getFlavor(): String
+setFlavor(String n): void
+getSugar(): int
+setSugar(int x): void
+Juice()
+Juice(String a, int b, String n, int x)