See OOP Solutions under \CPP\OOP

Employee

- name: string
- laptop: Laptop*

+ order_laptop(baseCost: int, c: vector<Component*>): bool
+ get_score(): int

Orders>

1

0..1

Employee

- baseCost: int
+ comp: vector<Component*>

+ addComponent(laptop: Laptop*, c: Component*): void

*

Components

- *make: string*
+ *price: int*

+ *get_score(): float*
+ *get_price(): int*

RAM

- make: string
- price: int
- size: int

+ get_score(): float
+ get_price(): int

IO

- make: string
- price: int
- responseTime: float

+ get_score(): float
+ get_price(): int