Fruit

+ name: String

+ spoiltValue: int

+ price: double

+ Fruit(double):

+ getName(): String

+ getSpoiltValue(): int

+ getPrice(): double

+ decreaseSpoiltValue(): void

Watermelon
+Watermelon(double):

Avocado
+Avocado(double):

Banana
+Banana(double):

Mango
+Mango(double):

Lime
+Lime(double):

Vendor

+ name: String

+ fruitsInventory: Fruit

+ profit: double

+ isAvailable: bool

+ Vendor(Sring):

+ getName(): String

+ decrease(): void

+ sellFruits(): double

FruitsAreHere
+ FruitsAreHere():

AllYouCanEat
+ FruitsAreHere(type):

TastyVegetables
+ TastyVegetables(type):

Supermarket

+ customer: Customer

+ fruitInventory: Fruit []

+ vegetableInventory: Vegetable []

+ run(): void

Customer
+ itemsToBePurchased(): int