```
┌─────────────────────────────┐
│         EventTicket         │
├─────────────────────────────┤
│  - _ticket_num: int         │
│  - _price: float            │
├─────────────────────────────┤
│      +__str__()             │
│      +__repr__()            │
│      +get_price()           │
└─────────────────────────────┘
```

```
┌────────────────────────────────────────┐
│         EventManagementSystem          │
├────────────────────────────────────────┤
│  - _available_tickets: EventTicket[*]  │
│  - _returned_tickets: EventTicket[*]   │
├────────────────────────────────────────┤
│    +tickets_exist(): bool              │
│    + sell_ticket(): EventTicket        │
│    + return_ticket(t: EventTicket)     │
└────────────────────────────────────────┘
```

2

```
┌─────────────────────────────┐
│      DinnerTheatreTicket    │
├─────────────────────────────┤
│  - _ticket_num: int         │
│  - _price: float            │
│  - _meal: str               │
├─────────────────────────────┤
│      +__str__()             │
│      +__repr__()            │
│      +get_price()           │
└─────────────────────────────┘
```

Note: for the purpose of this class, your types can be Python types (e.g. str instead of String, bool instead of Boolean, list[EventTicket] instead of EventTicket[*]

If you are interested in the types that are UML standard, see page 677 of https://www.omg.org/spec/UML/2.5.1/PDF