Drink

~ extends Product

- brand: String

+ <<constructor>> Drink (): void

+ <<constructor>> Drink (name: String, price: double,

amount: int, location: String, ID: int, brand: String): void

+ <<constructor>> Drink (Drink someDrink): void

+ toString (): String

+ setBrand (brand: String): void

+ getBrand (): String

Snack

~ extends Product

- brand: String

+ <<constructor>> Snack (): void

+ <<constructor>> Snack (name: String, price: double,

amount: int, location: String, ID: int, brand: String): void

+ <<constructor>> Snack (Snack someSnack): void

+ toString (): String

+ setBrand (brand: String): void

+ getBrand (): String

Candy

~ extends Snack

+ <<constructor>> Candy (): void

+ <<constructor>> Candy (name: String, price: double,

amount: int, location: String, ID: int, brand: String): void

+ <<constructor>> Candy (Candy someCandy): void

+ toString (): String

Chips

~ extends Snack

+ <<constructor>> Chips (): void

+ <<constructor>> Chips (name: String, price: double,

amount: int, location: String, ID: int, brand: String): void

+ <<constructor>> Chips (Chips someChips): void

+ toString (): String

Gum

~ extends Snack

+ <<constructor>> Gum (): void

+ <<constructor>> Gum (name: String, price: double,

amount: int, location: String, ID: int, brand: String): void

+ <<constructor>> Gum (Gum someGum): void

+ toString (): String