



Once upon a time, there was a system. This system was depicted by a Class Diagram. It had four classes. The bicycle class inherited from the TwoWheeled class, and the TwoWheeled class inherited from the Vehicle class. Lastly, the Driver Class was off on its own. It was able to talk to the other three classes but was not part of their personal conversation.

The Bicycle and Driver classes are the only ones that are completed. The Driver class has a single, public method that returns nothing. The Bicycle class has 4 private variables that return an int, double, double, and String, respectively.

It also has a multitude of functions which are all public.

(Private is denoted by a “—”, public by a “+”.)

The three classes that inherit from the ones above are shown with an open arrow pointing to the one above. This means that the class with an arrow pointing to another “inherits” the properties of the one it is pointing toward.

Each function has its name, the parameters it accepts (in parentheses), followed by the variable return type. If it does not have a return type, it is a constructor.