

Swimming:Activity
<code>_laps : private int</code>
<code>Swimming(date:DateTime, minutes:int, laps:int)</code> <code>GetDistance(): override double</code> <code>GetSpeed(): override double</code> <code>GetPace() : override double</code> <code>GetSummary():override string</code>
Running:Activity
<code>_distance : private double</code>
<code>Running(date:DateTime, minutes:int, distance:double)</code> <code>GetDistance(): override double</code> <code>GetSpeed(): override double</code> <code>GetPace() : override double</code> <code>GetSummary():override string</code>
Cycling:Activity
<code>_speed : private double</code>
<code>Cycling(date:DateTime, minutes:int, speed:double)</code> <code>GetDistance(): override double</code> <code>GetSpeed(): override double</code> <code>GetPace() : override double</code> <code>GetSummary():override string</code>

Activity
<pre><u>_date</u> : protected DateTime <u>_minutes</u>: protected int</pre>
<pre>Activity(date:DateTime, minutes:int) GetDistance(): virtual double GetSpeed(): virtual double GetPace() : virtual double GetSummary():virtual string</pre>