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public interface Item {
                                                   UML Class diagram
    public String getName();
    public int getValue();
    public String getValueString();
                                                    Java source code
public abstract class Graph {
    protected String caption;
    protected List<Item> items;
    public Graph(String value) {...}
    public void add(Item item) {...}
    public void setCaption(String value) {...}
    public String getCaption() {...}
    protected int getItemMaxValue() {...}
    protected int getItemMaxNameLength() {...}
    public abstract void print();
public final class IntItem implements Item {
    private String name;
    private int value;
    public IntItem(String name, int value) {...}
    public String getName() {...}
                                                               private ?
private ?
public St
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public is
    public void setName(String name) {...}
    public int getValue() {...}
    public void setValue(int value) {...}
    public String getValueString() {...}
public class RowGraph extends Graph {
    private static char symbol = '#';
    private static int maxValueSymbolCount = 70;
    public RowGraph(String value) {...}
    public RowGraph() {...}
    public static void configure(char symbol, int maxValueSymbolCount) {....}
    public void print() {...}
public class GraphApp {
    public static void main(String[] args) {...}
```