public class GraphApp {

public static void main(String[] args) {…}

}

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 final class IntItem implements Item {

private String name;

private int value;

public IntItem(String name, int value) {…}

public String getName() {…}

public void setName(String name) {…}

public int getValue() {…}

public void setValue(int value) {…}

public String getValueString() {…}

}

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();

}

UML Class diagram

vs

Java source code

public interface Item {

public String getName();

public int getValue();

public String getValueString();

}

public final class StringItem implements Item {

private String name;

private String value;

public StringItem(String name, String value) {…}

public String getName() {…}

public int getValue() {…}

public String getValueString() {…}

}

