Bid

- bidder: String
- bidAmount: int

+ ctor(bidder: String, bidAmount: int)

+ getBidder(): String
+ getBidAmount(): int

1 — **Has A** — 0..*

Auction

- **itemForSale: String**
- **currentHighBid: Bid**
- **allBids: List<Bid>**

+ **ctor(itemForSale: String)**

+ **getItemForSale(): String**
+ **getHighBid(): Bid**
+ **getAllBids(): List<Bid>**

+ **placeBid(offeredBid: Bid): boolean**

DRY - Don't Repeat Yourself

(super class)
should have all common functionality

(What do ALL auctions have in **COMMON**?)

What makes a **ReserveAuction** different from **EVERY OTHER** auction type

Is A

Is A

BuyoutAuction

- buyoutPrice: int

+ ctor(itemForSale: String, buyoutPrice: int)

+ getBuyoutPrice(): int

// override the default placeBId functionality
+ placeBid(offerBid: Bid): boolean

ReserveAuction

- reservePrice: int

+ ctor(itemForSale: String, buyoutPrice: int)

+ getReservePrice(): int

// override the default placeBid functionality
+ placeBid(offeredBid: Bid): boolean