COMPLETE UML

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| **Football IS A Athlete** |  |
| -specialty : String | The football player’s specialty |
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| + Football (specialty : String)  +toString(specialty : String) : String | Constructs a football player with their specialty  Returns the football player’s stats |
| +dothis() : void | Prints out that the player did a tackle |
| +getSpeciality (): String | Returns the football player’s specialty |
| +setSpeciality (specialty : String) : void | Sets the football player’s specialty |
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| **Baseball IS A Athlete** |  |
| -batPosition : String | The baseball player’s bat position |
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| + Baseball (batPosition: String)  +toString(batPosition: String) : String | Constructs a baseball player with their batting position  Returns the baseball player’s stats |
| +dothis() : void | Prints out that the player hit something |
| +getBatPosition (): String | Returns the baseball player’s bat position |
| +setBatPosition (batPosition: String) : void | Sets the baseball player’s bat position |
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| **Golf IS A Athlete** |  |
| -mainSponsor : String | The golfer’s main sponsor |
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| + Golf (mainSponsor: String)  +toString(mainSponsor: String) : String | Constructs a golfer with their main sponsor  Returns the golfer’s stats |
| +dothis() : void | Prints out that the player putt it in the hole |
| +getMainSponsor (): String | Returns the golfer’s main sponsor |
| +setMainSponsor (mainSponsor: String) : void | Sets the golfer’s main sponsor |
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| **Hockey IS A Athlete** |  |
| -stickBrand : String | The hockey player’s stick brand |
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| + Hockey (stickBrand: String)  +toString(stickBrand: String) : String | Constructs a hockey player with their stick brand  Returns the hockey player’s stats |
| +dothis() : void | Prints out that the player is in the penalty box |
| +getStickBrand (): String | Returns the hockey player’s stick brand |
| +setStickBrand (stickBrand: String) : void | Sets the hockey player’s stick brand |
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| **Athlete** **IS A Person** |  |
| -team: String  -position: String | The player’s team  The player’s position |
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| + Athlete (team: String, position: String)  +toString(): String | Constructs an Athlete with their team and position  Returns the Athlete’s Team and Position |
|  |
| +getTeam (): String | Returns the Athlete’s team |
| +setTeam (team: String) : void | Sets the Athlete’s team |
| +getPosition (): String | Returns the Athlete’s position |
| +setPosition (position: String) : void | Sets the Athlete’s position |

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| **Person** |  |
| -name: Name  -age: int | The person’s name  The person’s age |
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| +Person (name: Name, age: int)  +toString(): String | Constructs a Person with a name and age  Returns the person’s name and Age |
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| +getAge (): String | Returns the person’s age |
| +setAge (age: String) : void | Sets the person’s age |
| +getName (): Name | Returns the person’s Name |
| +setName(name: Name) : void | Sets the person’s Name |

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| **Name** |  |
| -firstName: String  -lastName: String | The first name  The last name |
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| +Name (firstName: String, lastName: String)  +toString(): String | Constructs a Person with a name and age  Returns the full name |
|  |
| +getFirstName (): String | Returns the first name |
| +setFirstName (firstName: String) : void | Sets the first name |
| +getLastName(): String | Returns the last name |
| +setLastName (LastName: String) : void | Sets the last name |