Case

- model: String
- manufacturer: String
- powerSupply: String
- dimensions: Dimensions

+ Case(model: String, manufacturer: String, powerSupply: String, dimensions: Dimensions)
- getModel(): String
- getManufacturer(): String
- getPowerSupply(): String
- getDimensions(): Dimensions
- pressPowerButton(): void
+ toString(): String

Dimensions

- width: int
- height: int
- depth: int

+ Dimensions(width: int, height: int, depth: int)
- getWidth(): int
- getHeight(): int
- getDepth(): int

PC

- case: Case
- motherboard: Motherboard
- monitor: Monitor

+ PC(case:Case, motherboard:Motherboard, monitor: Monitor)
- getCase():Case
- getMotherboard():Motherboard
- getMonitor():Monitor
- drawLogo():void
+ description():void
+ powerUp():void

Monitor

- resolution: Resolution
- model: String
-manufacturer: String

+ Monitor(resolution: Resolution, model: String, manufacturer: String)
- getResolution(): Resolution
- getModel(): String
- getManufacturer(): String
+ drawPixelAt(x: int, y: int, color: String): void
+ toString(): String

Motherboard

- model: String
- manufacturer: String
- ramSlots: int
- cardSlots: int
- bios: String

+ Motherboard(model: String, manufacturer: String, ramSlots: int, cardSlots: int, bios: String)
+ loadProgram(programName: String): void
+ toString(): String

Resolution

- width: int
- height: int

```
+ Resolution(width: int, height: int)
- getWidth(): int
- getHeight(): int
- setWidth(): void
- setHeight(): void
```