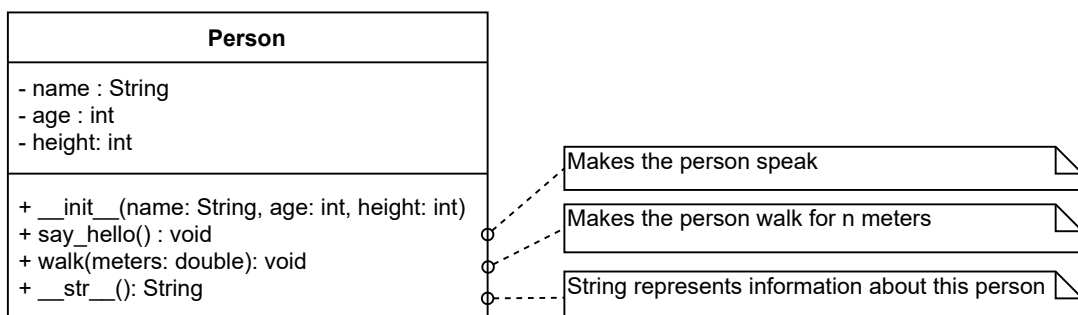


Exercise 3

Task 1:

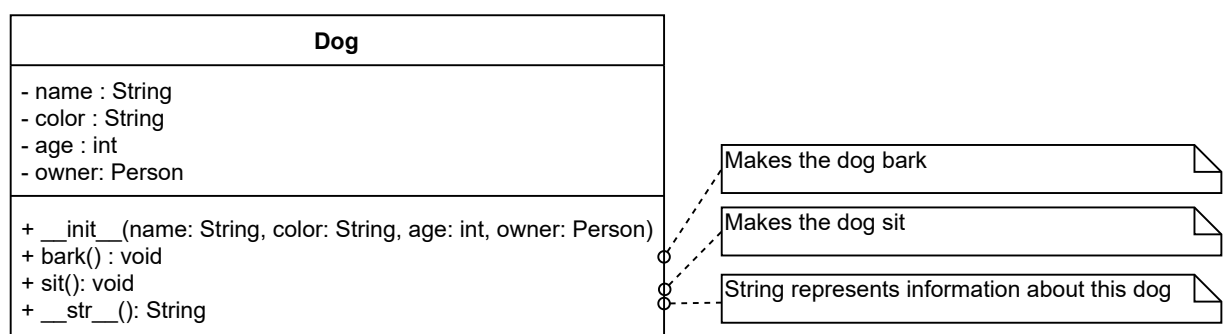
1. Write a class Person that implements the following UML diagram:



2. Test your class Person by creating an object of that class and save it into the variable p

Task 2:

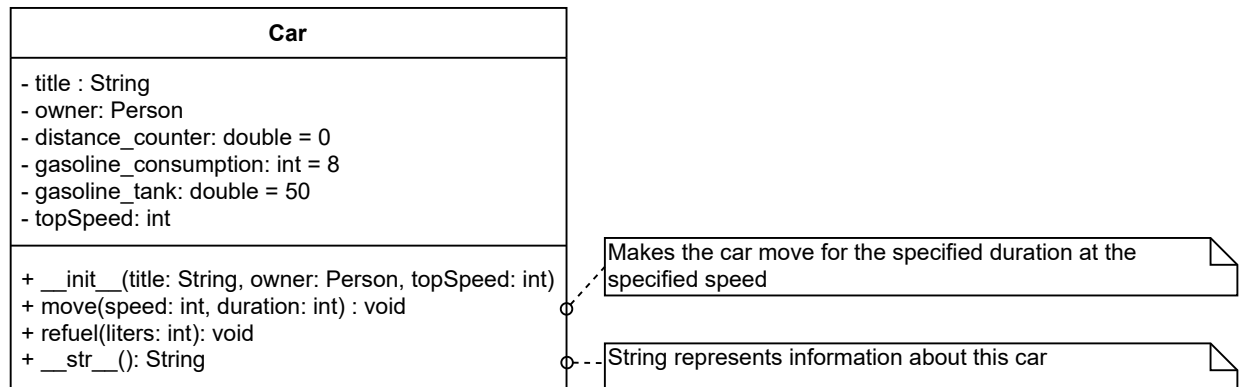
1. Write a class Dog that implements the following UML diagram and is using the Person class:



2. Test your class Dog by creating an object of that class and save it into the variable d

Task 3:

1. Write a class `Car` that implements the following UML diagram and is using the `Person` class:



2. Note that the `move()` method should consume gasoline relative to the gasoline consumption and increase the distance counter by the distance d , which has to be calculated with the speed d/t and the duration t . The `refuel()` method should refill the gasoline tank.
3. Test your class `Car` by creating an object of that class and save it into the variable `c`