**Vehicle Class Diagram**

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| |  | | --- | | **<<abstract>> Vehicle** | | # name: String  # registration: String  # acceleration: double | | + Vehicle(name: String, registration: String, acceleration: double)  *+ abstract calcDistance(time: int): double // abstract*  + display(time: int): void  + toString(): String | | | | |
| |  | | --- | | **Car** | | * bodyType: String * final NAME: String = ‘Car’ | | + Car(registration: String, acceleration: double, bodyType: String)  + calcDistance(time: int): double // override  + toString(): String | | |  | | --- | | **Bus** | | * passengers: int * final NAME: String = ‘Bus’ | | + Bus(registration: String, acceleration: double, passengers: int)  + calcDistance(time: int): double // override  + toString(): String | | |  | | --- | | **Truck** | | * tonnage: int * final NAME: String = ‘Truck’ | | + Truck(registration: String, acceleration: double, tonnage: int)  + calcDistance(time: int): double // override  + toString(): String | | |  | | --- | | **Bike** | | * capacity: int * final NAME: String = ‘Bike’ | | + Bike(registration: String, acceleration: double, capacity: int)  + calcDistance(time: int): double // override  + toString(): String | |