



We have 3 classes: Vehicle, Two Wheeled and Bicycle. Vehicle and Two Wheeled are abstract classes, and their name is typed in italics. An abstract class is a class that cannot be instantiated. It is used to provide a common base class for other classes. Bicycle class is a class that has attributes gears, cost, weight and color and methods setGears, setCost, setWeight and setColor. Attributes in Bicycle are private and can only be used by a bicycle class but methods are public and can be used by any other class. Vehicle is a superclass and two wheeled class inherits all attributes and methods and bicycle inherits all attributes and methods from two wheeled class.

I did not add driver class since it is a main method which is static. Main method uses instances of the other classes so i did not include it on the UML diagram.