# UML Version 1

**Bouteille**

+Bouteille()
+~Bouteille()
+afficher():void

public ──────────── public

**Alcool**

#degres=8:double

+Alcool()
+~Alcool()
+afficher():void

**Soft**

+Soft()
+~Soft()
+afficher():void

public ──────────── public

public ──────────── public

**Alcool_fort**

#indice:int

+Alcool_fort()
+~Alcool_fort()
+afficher():void
+prix(): double
+type(): string

**Vin**

#annee:int
#couleur:string

+Vin()
+~Vin()
+afficher():void
+prix(): double
+type(): string

**Eau**

#indice:int

+Eau()
+~Eau()
+afficher():void
+prix(): double
+type(): string

**Soda**

#indice:int

+Soda()
+~Soda()
+afficher():void
+prix(): double
+type(): string