«interface» Fillable

+ getCapacity(): double
+ getFillLevle(): double
+ isFull(): boolean
+ isEmpty(): boolean
+ addFille(a: double): double
+ pourOut(a: double): double

1 ----Implements---- 1..*

Vessel

\# _capacity: double
\# _fillLevel: double
\# _id: int
\# _count: int

+ getCapacity(): double
+ getFillLevle(): double
+ isFull(): boolean
+ isEmpty(): boolean
+ addFille(amount: double): double
+ pourOut(amount: double): double

Extends

SodaCan

- Radius: double
- height: double

+ SodaCan(Radius: double, height: double): void
+ toString(): String

ErlenmeyerFlask

- baseRadius: double
- mouthRadius: double
- total height: double
- neckHeight: double

+ ErlenmeyerFlask(baseRadius: double, mouthRadius: double, totatlHeight: double, neckHeight: double): void
+ toString(): String